# Street Atlas USA® 2003

# User Guide

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# Getting Started

## Welcome to Street Atlas USA 2003

**Tip**: For quick lessons on adding routable roads, using the Find feature, controlling the map, and other Street Atlas USA 2003 features, click **Help** HELP and then click **Tutorials**. Or, press the **F2** key on your keyboard.

With Street Atlas USA 2003 you can:

- Use the QuickSearch Find feature to locate a city or town, a major point of interest, street address, ZIP Code, or latitude/longitude coordinate.
- Use the Advanced Find feature to additionally locate the intersection of two streets, a specific category of map items (such as all hotels along the current route), or an area code and exchange within a specified area or your current route.
- Create routes door-to-door, by adding start and finish points on your map.
- Schedule end of day and fuel breaks along a route by using the Plan Trip option in the Route tab.
- Add your own local roads using the Routable Roads Draw tool. Attach (snap) them to the existing roads in the program for routing capability.
- Print high-quality, detailed, single-page maps or mural maps, as large as 3 x 3 pages, using a standard printer and letter size paper (8.5 x 11 inches). You can also print your route, with or without route directions.
- Use the Global Positioning System (GPS) through a connection with a GPS receiver, such as the DeLorme Earthmate® to monitor your position on the map in real time as you travel. For more information, see *Getting Started with GPS* on page 112.
- Listen to your route directions using the GPS Voice Navigation feature.
- Use the voice recognition program provided (or one of your choice) for hands-free navigation when tracking with GPS. Concentrate on your driving as you request updates about your route directions, next turn, next stop, current location, time to finish, current coordinates, and so forth.

**Note**: For more information on purchasing additional products, see *NetLink* on page 137.

## Street Atlas USA 2003 File Directories

Street Atlas USA 2003 allows you to save route files, draw files, print files, and so forth in designated directories. The table below describes the different file types the program supports, which default directory each file type is saved in, and the file extension(s).

| File Type | Default Directory | Extension(s) |
|---|---|---|
| Draw files | C:\DeLorme Docs\Draw | .an1 |
| Export files (Draw) | C:\DeLorme Docs\Export | .txt |
| GPS Log files | C:\DeLorme Docs\GPSLogs | .gpl |
| Map Files | C:\DeLorme Docs\Map Files | .saf |
| Print files | C:\DeLorme Docs\Print | .txt (route directions)<br>.bmp (all other files) |
| Route files | C:\DeLorme Docs\Navigation | .anr |
| Transfer files | C:\DeLorme Docs\Map Files | .dmt |

## Running Street Atlas USA 2003

After you have installed Street Atlas USA 2003, you can run the program with the data CD, or without it by installing the data to your hard drive. For more information on installing data to your hard drive, see *Saving Street Atlas USA 2003 Data to Your Hard Disk Drive* on page 6.

### To Run Street Atlas USA 2003 with the Data CD

Choose **one** of the following ways to access the program using the program data disc.

- If you installed a desktop shortcut, insert the Street Atlas USA 2003 data disc into your CD/DVD-ROM drive, and then double-click the **Street Atlas USA 2003** icon.

  OR

- Insert the Street Atlas USA 2003 data disc into your CD/DVD-ROM drive. From the Start menu, point to **Programs**, point to **DeLorme**, point to **Street Atlas USA 2003**, and then click **Street Atlas USA 2003**.

## Exiting Street Atlas USA 2003

To exit the program, click the close button in the upper-right corner of the screen.

A **Save Changes** dialog box displays if only one item was changed, such as the zoom level, resulting in a change to the Map File.

- Click **Yes** to save any changes to the item.
- Click **No** to discard changes to the item.
- Click **Cancel** to return to Street Atlas USA 2003. Changes are not saved.

An **Exit** dialog box displays if more than one item has been updated. All updated files are listed and are selected by default.

- Click **Save and Exit** to save any changes for the selected files and close the program.
  **Note**: Clear the check box of any item you do not want saved prior to using this option.
- Click **Exit without Saving** to close the program without saving any file changes.
- Click **Cancel** to return to Street Atlas USA 2003. No files are saved.

## Saving Street Atlas USA 2003 Data to Your Hard Disk Drive

Your Street Atlas USA 2003 data can be saved to your hard disk drive so that it is readily available without inserting it into your CD/DVD-ROM drive when you need it.

### To Save Street Atlas USA 2003 Data

Use the following steps to save Street Atlas USA 2003 data to your hard disk drive.

1. Insert the Street Atlas USA 2003 data disc into your CD/DVD-ROM drive.
2. From the Start menu, click **Run**.
3. Type **D:\Setup** (where D: is the letter of the drive containing the data disc) in the command line text box and then click **OK**. The Street Atlas USA 2003 data setup screen displays.

4. Follow the screen directions to complete the data installation.
5. Click **Finish** when prompted. It is not necessary to restart your computer.

## Frequently Asked Questions

Below is a list of the questions which are asked most frequently by our customers about the Street Atlas USA® family of products.

### How do I create a route on the map?

Street Atlas USA 2003 allows you to create a route by simply adding Start and Finish points. If you find the route does not take your favorite streets or you need to make a stop along the way, add/insert Vias or Stops.

You can also create a route using right-click functionality while in any tab. Your route receives a default name when creating it using right-click options. However, you can rename your route any time in the Route tab to make it easier to retrieve.

For more information on adding a route to your map, see *Creating a Route* on page 99.

### How do I save a route?

Street Atlas USA 2003 retains the route as it is added. Routes have .anr extensions and are saved in the *C:\DeLorme Docs\Navigation* directory by default. For more information, see *Saving a Route* on page 106.

### How do I find a specific location?

Street Atlas USA 2003 offers powerful search tools that enable you to locate any place in the United States. You can search for a specific city/town, feature, point of interest, street address, ZIP Code, area code and exchange, street intersection, or coordinate location throughout the entire United States.

In addition, Street Atlas USA 2003 lets you search for places along your route, within a certain radius of the current map center, or within a particular region.

To access the search feature in Street Atlas USA 2003, click the **Find** tab. For more information on searching for specific locations, see *Using QuickSearch* on page 33 and *Using Advanced Search* on page 35.

### How do I turn on voice navigation?

There are two ways voice is used in Street Atlas USA 2003.

- Listen to your route directions while tracking along a route using GPS.
- Use the voice recognition feature to issue commands or ask questions about map panning and zooming, navigation, or GPS functions.

### Why can't I hear the voice during voice navigation?

The Voice Navigation systems in DeLorme products are directly dependent on your computer's sound system for its volume levels.

**To Set the Volume Level**

If your system is not playing the sound loud enough, use the following steps to verify the Wave volume control is set to its highest levels.

- From the Start menu, point to **Programs**, point to **Accessories**, point to **Multimedia** (or **Entertainment** depending on your operating system) and then click **Volume Control**.
  OR
  If available, click the audio control shortcut on your taskbar.
- In the Wave column, move the Volume slider to the top.
- Close the Volume Control dialog box.

If the voice commands are still not loud enough to hear, contact your sound card manufacturer to download and install the latest driver for your specific model sound card. The new driver may be able to provide louder output.

There are a variety of external speaker output options for your laptop. Some of them are simply larger external speakers; others allow you to send the voice to your car stereo cassette deck, if you have one. Local computer superstores, such as CompUSA, Computer City, Best Buy, etc., have a wide variety of external sound options that you can consider for your laptop.

## How do I transfer waypoints?

Street Atlas USA 2003 has the capability to upload and download waypoints between your computer and your handheld device. For more information see the following topics:

- *Uploading to a GPS Receiver* on page 120
- *Downloading from a GPS Receiver* on page 121
- *GPS Settings for Third Party Devices* on page 122

## How can I run Street Atlas USA 2003 without having to use the data disc?

The Street Atlas USA 2003 data disc comes with an installation utility on the disc so that you can save the data to your hard drive. For more information, see Saving *Street Atlas USA 2003 Data to Your Hard Disk Drive* on page 6.

## How do I bring in maps from another DeLorme program?

Routes you create using any of the following DeLorme programs can be brought into Street Atlas USA 2003: all versions of Street Atlas USA; all versions of Map'n'Go®; all versions of XMap®, including XMap Business and XMap Geographic; all versions of Street Atlas USA; all versions of Topo USA®; TopoTools 3-D TopoQuads®; and Map Print Pack USA.

For more information on how to import routes, see the topic *Importing Routes* on page 108.

## How do I bring in draw layers created in another DeLorme program?

Draw layers can be brought in from any of the following DeLorme programs for use in Street Atlas USA 2003: all versions of Street Atlas USA; all versions of Map'n'Go; all versions of XMap, including XMap Business and XMap Geographic; all versions of Street Atlas USA; TopoTools; 3-D TopoQuads; and Map Print Pack USA.

**To Import Existing Draw Layers**

Use the following steps to import existing draw layers.

1. Click the **Draw** tab and then click **File**.
2. Click **Import**. The Import Draw File dialog box displays.

3. Browse to the path where your draw layers are stored. By default they are located in *C:\DeLorme Docs\Draw*.
4. Under Files of Type, select the desired file type from the list. File types are displayed by product name and file extension.
5. Click the desired file to select it and then click **Open**. The imported draw layer is automatically saved in Street Atlas USA 2003 under its existing name.

### How do I get data updates or fix the roads on my map?

The data in Street Atlas USA 2003 can only be updated by buying a more recent version of the product when it is available.

However, if you find there is a local road that is missing, you can add it to the current draw layer using the Routable Roads Draw tool. For more information, see the topic *Routable Roads: Drawing Editing, and Placing* on page 71.

### How do I initialize my GPS receiver?

Each time you use your GPS receiver, you initialize it, which means you set your starting position on the map by obtaining the initial coordinates of your location. This can be done automatically or manually.

The two Help topics with initialization information are Getting Started with GPS and Initializing GPS.

### How can I get information about an item on the map?

Street Atlas USA 2003 offers a status bar above the tab area which displays information relative to the point the cursor is positioned on.

You can also right-click virtually any point, symbol, feature, or area on the map and then click **Info** to identify it and view detailed information about it. The type of descriptive information varies, depending on the item you have right-clicked. You can also copy this information and paste it into another program, such as a word processor. For more information, see *Getting Information About Map Features* on page 28.

### What is a Map File?

Street Atlas USA 2003 lets you save all of the work you have done in the mapping application as a single workspace so you can open it again later. These saved workspaces are called Map Files.

A Map File consists of the following items: coordinates of the map center, current zoom level, current magnification, map display preferences, any added items: such as draw layer(s), route(s), and so forth. As you create new routes or draw layers, change preferences or the map center, and so forth, they are added to the current Map File. Changes can be saved or discarded.

To learn how to create a Map File in Street Atlas USA 2003, see *Creating and Deleting Map Files* on page 52.

### What do the different colors and symbols on the map mean?

The different colors on the map represent different areas of land use and land cover (for example: parks, population centers, water, forests, and so forth). The Map Legend provides examples and descriptions of the map features.

Click the Help button HELP in Street Atlas USA 2003 and click **Map Legend** to display the Map Legend Help topic. You can view the Map Legend for all map features on the map or view the legends for individual feature categories.

## How do I zoom in for a closer view of the map?

You can use the Zoom tools to quickly change the zoom level (2-0 to 16-0) of the map view. Increasing the zoom level number shows a smaller area at greater detail. Decreasing the zoom level number shows a larger area at lesser detail.

For more information, see *Zoom Level* on page 31 and *Zooming In and Out* on page 32.

## How do I find radio stations?

- If you want to find a radio station for a given location, right-click the location and then click **Info**. Information (including radio station information) for that location displays in lower-right corner of the screen.
- You can also search for a radio station by its call letters or program format (for example, sports, talk, rock, etc.) using the Advanced Search feature in the Find tab. After you click the Advanced subtab, select Name from the Find drop-down list and then select the appropriate Within option from the Within drop-down list. Then, click **Search**. For more information on performing an Advanced Search in the Find tab, see *Using Advanced Search* on page 35.
- You can also use the Advanced Search feature in the Find tab to search for all of the radio stations in a certain area. After you click the Advanced subtab, select Category from the Find drop-down list, select the appropriate Within option from the Within drop-down list, type **Radio Coverage** in Keywords text box, and then click **Search**.

## What can I do with my Find search results?

Once you complete a search using the Find tab, you can view that results information and then cut and paste your Find results into any text editor.

Use the following steps to get information about a map feature and then cut and paste the results into a text editor:

- Right-click the desired map feature, such as a road, trail, or town. The right-click options available for that type of feature display.
- Click **Info**. A description displays in the Overview Map display area (lower-right corner of your screen).
  **Note**: Descriptive information may include a name or feature type, distance, ZIP Code, town name, county name, state, coordinates, available radio stations, and so forth.
- Select the desired text by dragging across it.
  OR
  If you want all the information in the box, right-click the information box and then click **SelectAll**.
- Copy the data by pressing CTRL+C on your keyboard.
  OR
  Right-click the information box with the selected text and then click **Copy**.
- Open or switch to the program where you want to paste the text.

- Click to select the location where you want to paste the text and then press CTRL+V on your keyboard.
  OR
  Right-click the selected location and then click **Paste**.
  OR
  If the program you are pasting information into has a menu bar, under the Edit menu, click **Paste**.

### Why can't I turn off/on my microphone?

If you experience difficulty turning off/on your microphone, press F4 on the keyboard. Pressing F4 is a shortcut for clearing/selecting the Microphone check box in the Voice tab.

### Why doesn't Street Atlas USA 2003 recognize my voice?

To troubleshoot why Street Atlas USA 2003 may not recognize your voice, verify the following:

- Ensure Street Atlas USA 2003 is the active application. "Street Atlas USA 2003" should display in the title bar of the active application.
- Ensure you are wearing your microphone correctly (see your microphone's user guide for more information).
- Train your speech engine in the environment in which you are using the Voice tab of Street Atlas USA 2003. It is important to speak as naturally as you did during the training.

**Note**: You can also use the Simon Says feature within the program or the Speech settings in your Windows Control Panel to change your voice settings.

### How do I interrupt the map when it is redrawing?

Press the spacebar on your keyboard to interrupt a map redraw.

### What's the difference between adding and inserting a stop or via?

The Insert Stop/Via function arranges stops/vias geographically in the route. The Add Stop/Via function adds stops/vias in the order they are added to the route.

### Why don't the town lines display on the map?

Town lines are only available for the following states:

- AR
- CT
- DC
- IA
- IL
- IN
- KS
- LA
- MA
- MD

- ME
- MI
- MN
- MO
- MS
- NC
- ND
- NE
- NH
- NJ
- NY
- OH
- PA
- RI
- SD
- VA
- VT
- WI
- WV

### How can I move a start, finish, stop, or via in a route?

Click the **Route** tab and click the button for the type of point you want to move (for example, to move your start, click ). Then, drag the point to the desired location.

### How can I find all of the nearby points of interest?

Right-click your location on the map, click **Find Travel POIs**, and then click the distance you want to search within (1 mile, 5 miles, or 10 miles). The gas stations (and other points of interest) display in results area in the Find tab.

OR
If you are tracking with a GPS device, perform a radar search to locate points of interest within a designated distance of your current GPS position.

### How do I import an address book file into Street Atlas USA 2003?

You can use the Draw tab to import address book files into Street Atlas USA 2003. Once you have imported an address book file, you can search for the contents of that file within the program.

***Note**: Address book text files must be:

- Comma or tab delimited.
- In the format: name, address, city, state, ZIP, phone.

- Less than 50 records long.

For more information, see *Importing Files to Draw Files* on page 58.

### How do I join routable roads so that I can route on them?

If you want to be able to route on a routable road you have added to your map, you need to use the Join Roads option to join the new road to an existing road.

To join a routable road to an existing road, use the Routable Roads feature to add the road to the map. Then, right-click the existing road that the new routable road intersects and select **Join Roads**. You are now able to route on the new routable road.

### How can I center the map on the previous map center?

Click the center button in the compass rose to center the map on the previous map view. This button performs an undo function for the last pan or zoom (up to 256 times).

### How do I perform an Along the Way search in the Find tab and print my results?

You can search for names or categories along your current route by performing an advanced search in the Find tab. You can then print your search results using the Along the Way print option. Use the following steps to search for a name/category along your current route and print the results:

1. Click the **Find** tab and then click **Advanced**. The Advanced dialog area displays.
2. Select **Name** or **Category** from the From drop-down list.
3. Select **CurrentRoute** from the Within drop-down list.
4. Type the appropriate keyword in the Keyword text box.
5. Type the desired distance in the Distance text box.
6. Click **Search**. The search results display in the dialog area.
7. Click the **Print** tab and then click **Route**. The Route dialog area displays.
8. Select the **Along the Way** check box.
9. Click **Print Now**. The search results are printed.

### My computer recognizes too many voice commands. Also, when it is speaking and the microphone is on, sometimes it listens to itself even though I don't give it a command. How can I stop this?

If your microphone is near your speakers, and you are using the microphone together with voice reminders (GPS VoiceNav), the program may recognize some of the words that it is speaking and react to them. Here are ways to eliminate this problem:

- Your best voice recognition responses will always be to use a close-talk microphone, and also to train the voice recognition system.
- You should not enable the voice recognition (microphone) if you are not using it. Voice recognition is expensive and slows down the system if you are not using it. Also, if you are speaking with someone else in the room, have a radio or television on, and so on, the computer may think those sounds are commands to follow. Only select the Microphone check box on the Voice tab when you intend to use it. If you exit the program with the Microphone check box selected, the program will start voice recognition again when you restart the program.

- Use the “Simon Says” feature to clearly distinguish commands from other noise and speech. In the Input Prefs subtab (of the Voice tab), set the “Commands start with” phrase to something like “computer” or “Simon Says” to reduce the chances of an unexpected command recognition.
- The sensitivity of some voice engines can be tuned using the Engine Properties button in the Input Prefs subtab.

## Keyboard Shortcuts

The following are shortcut keys you can use on your keyboard to perform a variety of actions in Street Atlas USA 2003.

| **Shortcut key(s)** | **Action** |
|---|---|
| F1 | View the online Help topics |
| F2 | View the product tutorials |
| F4 | Select/clear the Microphone check box on the Voice tab |
| F5 | Next turn? (voice navigation) |
| F7 | Are we there yet? (voice navigation) |
| F8 | Where am I? (voice navigation) |
| F9 | Next stop (voice navigation) |
| F10 | Resize the tab area to its default |
| F11 | Pick up the top corner between overview map and the tab for resizing |
| *F12 | Get focus to map |
| CTRL+TAB | Tab forward through the tabs |
| CTRL+SHIFT+TAB | Tab backward through the tabs |
| CTRL + F5 | Show next turn (voice navigation) |
| CTRL+ F9 | Show next (voice navigation) |
| CTRL + F7 | Show finish (voice navigation) |
| CTRL + F8 | Directions (voice navigation) |
| CTRL + B | Break line object |
| CTRL + C | Copy selected text in text field or query results list; copy selected draw object |
| CTRL + D | Voice navigation on/off (voice navigation) |
| CTRL + E | Be quiet (voice navigation) |
| Ctrl + G | Start/stop GPS (GPS command) |
| Ctrl + N | Join line objects |
| *CTRL + P | Print map at current layout |
| *CTRL + S | Save current Map File |
| CTRL + V | Paste copied text into selected text field in the tab area or MapNote on the map; paste copied draw object over the original one |
| CTRL + W | Toggle auto pan on/off (GPS command) |
| CTRL + X | Cut selected text; cut selected draw object |
| CTRL + Z | Undo/redo text edit; undo/redo drawing line or polygon object |
| ALT + F1 | Opens the Help menu |
| ALT + F4 | Closes the application |
| ALT + F5 | Show next turn (voice navigation) |
| ALT + F7 | Show finish (voice navigation) |
| ALT + F9 | Center on next stop (voice navigation) |
| ALT + LEFT ARROW | Pan the map left |
| ALT + RIGHT ARROW | Pan the map right |
| ALT + UP ARROW | Pan the map up |
| ALT + DOWN ARROW | Pan the map down |
| ALT + PAGE DOWN | Zoom the map in |
| ALT + PAGE UP | Zoom the map out |

* Indicates new DeLorme keyboard shortcut keys

# Help

## Help Overview

There are several ways to get more information on Street Atlas USA 2003 features and functionality.

### On-Screen Help

Help is available in the dialog area of Street Atlas USA 2003 in the form of ToolTips and information boxes. For more information, see *On-Screen Help* on page 17.

### Help Menu

Click the **Help** button on the title bar to view the online Help options available with Street Atlas USA 2003. Then, click an item to select it.

**Tip**: To access a Help menu item using its underlined letter, click the **Help** button and then press the underlined letter (for the desired item) on your keyboard. For example, to access the Map Legend, click the **Help** button and then press the M key on your keyboard.

### Context-Sensitive Help

Click the context-sensitive Help button to receive overview Help information for the tab you are using.

## Using the Help System

This Help system provides explanations of all of the features and functions of Street Atlas USA 2003. To access the Help system, click the Help button on the title bar and then click **Help Topics**, or press the F1 key on your keyboard.

The Help system displays three tabs.

### Contents

To view an outline of the Help system contents, click the **Contents** tab.

- To view the overview for a particular book, click the book.
- To view the additional topics under a particular book, double-click the book.
- To view a topic, click the desired page.

### Index

Use the following steps to search the Help system index.

- While in the Help system, click the **Index** tab.
- Type a keyword in the entry field. The list automatically scrolls to the closest matching entry.
- Double-click the desired topic.
  OR
  Click the topic and then click **Display**.
  OR
  Click the topic and press the ENTER key on your keyboard.

**Notes**:

- If a topic has any secondary index references, a window displays the secondary index options. Click the item of interest to display the topic.
- If you don't find what you're looking for in the index, click the **Search** tab and try a search for your keyword.

### Search

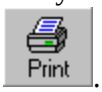
Use the following steps to search for particular words or phrases within topics in the Help system.

- While in the Help system, click the **Search** tab.
- Type a keyword in the entry field and then click **List Topics** or press the ENTER key on your keyboard. A list of topics containing the keyword displays.
- Double-click the desired topic under Select Topic to Display.
  OR
  Click the topic and then click **Display**.
  OR
  Click the topic and press the ENTER key on your keyboard.

**Notes**:

- The Help system keeps a history of viewed topics. Click the **Back** button

to browse backward through previous topics. Click the **Forward** button

to browse forward through the topics previously viewed.
- Print any of the Help Topics by selecting a topic or heading (next to the book symbol) and then clicking the **Print** button 

. You can choose to print only the selected topic or a heading and all subtopics.
  OR
  Right-click the topic displaying in the right window to print only that topic.
  **Tip**: Before clicking Print, expand any links in the topic which include information you want to print within your topic.
- While in the Help system, the pointer changes to a hand when it passes over text or graphics that you can click for more information.
- The Help Topics window is a standard window that can be moved or resized.
- To exit Help, click the close button ✕ in the upper-right corner of the screen.

## Help Documentation Conventions

To help you easily locate and interpret information, this Help system has been formatted with various words in all capital letters, in color, in boldface type, and so forth. There are also hyperlinks which expand, jump to another location within the same topic, or link you to other topics.

The table below defines each convention and its use.

| The convention... | Is used for... |
|---|---|
| ALL CAPITALS | Acronyms, names of certain commands, and keys on the keyboard.<br>**Note**: Use of the plus sign (+) between key names indicates key combinations which perform various actions. For example, in the directions "Press CTRL+SHIFT+F3 on your keyboard," you must press and hold the CTRL and SHIFT keys while pressing F3. |
| **Bold** | Command buttons, tab names, and options when used in procedures and exercise steps. Also used for information that you type exactly into a particular field.<br>Headings and table headings are bold for emphasis. |
| *Italic* | Directory names and paths; used sparingly for emphasis; also used when referring to titles of chapters, sections, and publications. |
| Blue underlined text | Hyperlinks. These links act differently depending on their context. When it is: Referenced with "for more information," the link always goes to another topic. Embedded in text, such as in the example "Open the file," the link either goes to another topic or displays a secondary window with a definition or graphic. |
| Red underlined text | Drop-down text which expands within the same topic to reveal more information (such as a procedure). |
| symbol in a yellow box | A note that applies to the entire Help topic. If there is more than one note, the Notes symbol is used and the notes are bulleted. |
| **Note(s)**: in Yellow Highlight | A note within a procedure. If there is more than one note, the notes are bulleted. |
| symbol in a blue box | A tip that applies to the entire Help topic. If there is more than one tip, the Tips symbol is used and the tips are bulleted. |
| **Tip(s)**: in Blue Highlight | A tip within a procedure. If there is more than one tip, the tips are bulleted. |

## Street Atlas USA 2003 User Guide

The Street Atlas USA 2003 User Guide includes the entire Help system contents, modified for print format, in a portable document format (.pdf). When the guide is accessed, Adobe® Acrobat® Reader launches. The User Guide contains a table of contents and can be printed out as a hard-copy reference.

To access the User Guide, click the **Help** button on the title bar and then click **User Guide** .

## Street Atlas USA 2003 Tutorials

Before using Street Atlas USA 2003, we recommend you take a few minutes to run through the accompanying tutorials. The tutorials offer quick lessons in some of the features of the program.

### To Access the Tutorials

To access the tutorials, click the **Help** icon on the title bar and then select **Tutorials**; or press the **F2** key on your keyboard.

## On-Screen Help

There are two ways to obtain on-screen Help while using Street Atlas USA 2003: ToolTips and information boxes.

## ToolTips

When you point to any of the Street Atlas USA 2003 tools for a few seconds, a short label (ToolTip) displays on your screen describing the tool. ToolTips also display in Street Atlas USA 2003 windows and dialog boxes when you point to a button, icon, or other feature.

## Information Boxes

Several of the Street Atlas USA 2003 tabs contain information boxes that often display to the left of the Overview Map (the small map in the lower-right corner of your screen). Information boxes provide descriptions about the features and functions of the selected tab.

# Map Legend

## All Map Features

Following is the legend for all map features found on maps displaying in Street Atlas USA 2003.

**Note**: Not all features are available at all zoom levels.

Abandoned Railroad
Airport
Amusements
Business (Amusement, Recreation, Specialty or Department Store)
Cemetery
County Boundary
County Seat, Cities, Towns (black square)
Educational Facility
Fast Food
Ferry
Gas
Hospital
Ice or Snowfield
Indian Reservation
Intermittent Lake or Pond
International Boundary
Interstate Highway
Interstate Highway
Interstate Under Construction
Land/Island
Land Feature (dk green square)
Limited Access Road
Limited Access Road Under Construction
Local Park
Local Road
Lodging
Major Connector
Military Area
Minor Connector
National Capital
Non Limited Access Interstate
Park Boundary
Point of Interest (smaller black square)
Primary State Route
Primary State Route Under Construction
Public Service
Railroad
Religious (buildings)
Rest Area with Facilities
Rest Area without Facilities
Restaurants (general)
Restaurants (specialty, ethnic)
River/Stream

State Boundary
State Capital
State Route
State Route
Toll Road
Toll Road Under Construction
Trail or 4wd Road
Trail/Walkway/Foot Trail
Unclassified Road
U.S. Route
U.S. Route
U.S. Route Under Construction
Water

## Boundaries

Following is the legend for all boundary lines found on maps displaying in Street Atlas USA 2003.

**Note**: Not all features are available at all zoom levels.

County Boundary
International Boundary
Park Boundary
State Boundary

## Land Use/Land Cover

Following is the legend for all land use/land cover features found on maps displaying in Street Atlas USA 2003.

**Note**: Not all features are available at all zoom levels.

Ice or Snowfield
Indian Reservation
Land/Island
Local Park
Military Area

## Points

Following is the legend for all points found on maps displaying in Street Atlas USA 2003.

**Note**: Not all features are available at all zoom levels.

Amusements
Business
Cemetery
County Seat, Cities, Towns (black square)
Educational Facility
Fast Food
Gas
Hospital
Land Feature (dk green square)
Lodging
National Capital
Point of Interest (smaller black square)
Public Service
Religious (buildings)

Rest Area with Facilities
Rest Area without Facilities
Restaurants (general)
Restaurants (specialty, ethnic)
State Capital

## Transportation

Following is the legend for all airports, roads, railroads, trails, and other types of transportation found on maps displaying in Street Atlas USA 2003.

**Note**: Not all features are available at all zoom levels.

Abandoned Railroad
Airport
Ferry
Interstate Highway
Interstate Highway
Interstate Under Construction
Limited Access Road
Limited Access Road Under Construction
Local Road
Major Connector
Minor Connector
Non Limited Access Interstate
Primary State Route
Primary State Route Under Construction
Railroad
State Route
State Route
Toll Road
Toll Road Under Construction
Trail/Walkway/Foot Trail
Unclassified Road
U.S. Route
U.S. Route
U.S. Route Under Construction

## Water Features

Following is the legend for all water features found on maps displaying in Street Atlas USA 2003.

**Note**: Not all features are available at all zoom levels

Intermittent La ke or Pond
River/Stream
Water

# Basic Functions

## Basic Functions Overview

Map control in Street Atlas USA 2003 is accomplished by using standard mouse point-and-click functionality and the Control Panel tools. Right-click options provide flexibility for labeling, routing, getting information, and so forth. For more information, see other Basic Functions topics.

### To Control the Map

The following list details the basic functions for controlling map movement.

- The mouse is used to pan or center the map view. Click a spot on the map to center the map on that point.
- A white hand displays when you point near the edge of the map. When the hand is visible, drag the map in the desired direction.
- Use the black view box in the Overview Map window to pan the map. Point anywhere on the view box. When the pointer becomes a , drag the view box to the desired location.
- The mouse button also allows you to quickly zoom the map using drag and zoom functionality.

### To Use the Tabs

Click on a tab to view the available functionality. You can press CTRL+TAB on your keyboard to browse through the tab areas. If it is not possible to display all tabs, horizontal scroll arrows display to the right of the last visible tab.

## Drag and Zoom

One of the most convenient features of Street Atlas USA 2003 is the ability to quickly zoom in on the map by using drag and zoom functionality. Zoom in by dragging the mouse in a down-right direction or zoom out by dragging the mouse in an up-left direction.

### To Zoom In

Zooming in increases the zoom level number and shows a smaller geographic area at greater detail. The maximum zoom-in level at which data can be viewed is 16-0.

Use the following steps to zoom in.

1. Drag the mouse in a down-right direction on the map to encompass the area you want to display. A view box displays on the screen and changes dimension as you move the mouse. A label displays the zoom level at the current map center.
2. Once you reach the desired area or zoom level you want to display, release the mouse button. The area you selected fills the map window, the map re-centers, and the map view adjusts to show the appropriate level of detail.
   **Tip**: You can move the view box to another location by pressing the SHIFT key at anytime during this procedure.

### To Zoom Out

Zooming out decreases the zoom level number and shows a larger geographic area at lesser detail. The maximum zoom-out level is 2-0.

Use the following steps to zoom out.

1. Drag the mouse in an up-left direction on the map. A staircase with a small square displays on the screen.
2. Continue dragging the mouse in an up-left direction. The small square moves up the steps, one step per zoom level. A label displays the zoom level to the bottom-right of the staircase.
3. Once you reach the desired zoom level you want to display, release the mouse button. The map view adjusts to display the appropriate level of detail. The map center is retained on your screen.

**Note**: Additional zoom features include the Zoom Level controls and the Zoom tools.

## Panning/Centering the Map

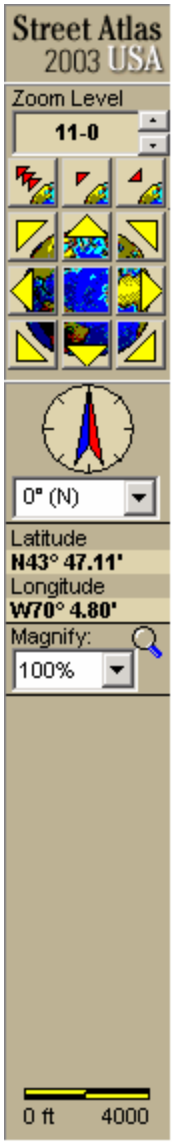
You can use any of the following methods in Street Atlas USA 2003 to pan (move) or center the map.

- Click anywhere on the current map view. The point at which you click becomes the new map center.
- When you point near the map edge, a white hand displays. Drag the hand to scroll the map in the desired direction.
- Click anywhere on the Overview Map. The point where you click becomes the new map center. This technique allows you to traverse greater distances with each mouse click than you can within the main map.
  **Note**: If the Overview Map, the small map in the lower-right corner of the screen, is not displaying, pan or zoom the map.
- Point anywhere on the black view box in the Overview Map window. When the pointer becomes a , drag the view box to the desired location.
- Use the Find tab to center the map on a particular location.
- Press ALT+ an arrow key (up, down, left, or right) to pan the map view in small increments in the desired direction.
- While the **Num Lock** key is off, you can use the direction keys on your numeric keypad to move the map. Press:
  - ALT+UP ARROW to pan the map up.
  - ALT+RIGHT ARROW to pan the map right.
  - ALT+DOWN ARROW to pan the map down.
  - ALT+LEFT ARROW to pan the map left.

**Note**: Verify the Num Lock key is off by checking that the Num Lock indicator light is turned off.

## Control Panel

The Control Panel, located to the right of the map view, displays information pertinent to the current map view and map cursor position. It also includes zoom and map pan buttons.




**Zoom Level—**The current zoom level of the map view; ranges between 2-0 (maximum zoom-out) and 16-0 (maximum zoom-in).

**Zoom Tools—**Buttons that quickly zoom out three levels, out one level, or in one level. For more information, see *Zooming In and Out* on page 32.

**Compass Rose—**A group of nine buttons, eight with yellow arrows pointing outward. Click one of the arrow buttons to pan the map in that direction. Click the middle button to center the map on the previous map view. This button performs an undo function for the last pan or zoom (up to 256 times).

**Map Rotation Tool—**This drop-down list is used to change the orientation of the map display by adjusting the degree of map rotation. The angle of map orientation is directly related to the degrees of a compass; for example, 90 degrees is always East.

**Map Coordinates—**Coordinates for the current map cursor position display based on the units chosen under Coordinates on the Units dialog area in the Map Display tab.

**Magnify—**Enlarge (150 or 200%) the current map view image much like a photocopier. Although the size of the image changes, the amount of geographic detail does not.

**Scale Bar—**Indicates the distance one scale bar unit equals in the measurement chosen under Measures on the Units dialog area in the Map Display tab.

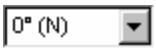
**Note**: For information on changing coordinate systems or distance measures, see *Setting Units of Measure Preferences* on page 133.

## Map Rotation Tool

Street Atlas USA 2003 allows you to change the orientation of the map display by adjusting the degree of map rotation. The angle of map orientation is directly related to the degrees of a compass; 90 degrees is always East, 135 degrees is Southeast, 180 degrees is South, and so forth. For example, when you select 90 degrees from the drop-down list, the map rotates so that 90 degrees (East) is at the top of the screen.

### To Change the Map Rotation

Use one of the following two methods to change the angle of map rotation.

- Select an angle from the available drop-down list 

(in 45 degree increments)

  OR

- Type a specific angle (from 0 to 359 degrees) in the entry field.

**Notes**:

- The black rectangle in the Overview Map window, indicating the current map view, also rotates to match the angle of map rotation.
- A rectangle drawn with the Polygon/Rectangle/Circle tool in the Draw tab is positioned in relation to North.

## Using the Overview Map

The Overview Map is a smaller map in the lower-right corner of the screen, which offers a wide-angle view of your current map view area. It is approximately three zoom-levels out from the current map view.

The Overview Map displays at all times, unless you have performed a right-click option to get information about a map feature. If the Overview Map is not displaying, you can activate it by panning the map or changing the zoom level.

**Tips**:

- Click anywhere on the Overview Map and that point becomes the new map center. This technique allows you to travel greater distances with each mouse click than you can within the larger, current map view.
- Use the black view box in the Overview Map window to pan the map. Point anywhere on the view box. When the pointer becomes a , drag the view box to the desired location.

## Right-Click Mouse Options

Right-click mouse options in Street Atlas USA 2003 make many functions more convenient. For example, you can add and delete routes without going to the Route tab, add MapNotes without going to the Draw tab, and so forth.

### To Use Right-Click Options for Map Features

Click the right mouse button while pointing to a draw object, road, river, city, or other map feature. A shortcut menu displays near the selection point with the options available for that particular map feature.

**Note**: If there are multiple (layered) objects on the point that is right-clicked, additional menu options corresponding to the map objects are available.

*Add MapNote*

The Add MapNote right-click option allows you to label map locations with various types of MapNotes. Right-click the point on the map you want to label, point to **Add MapNote**, and then click one of the available options. Each MapNote type provides different information, as shown in the following table.

| MapNote Type (Color) | MapNote Label Information |
|---|---|
| MapNote (light blue)<br>Not always available. | Name of feature or its type, if unnamed.<br>**Note**: If there is no feature type, no MapNote displays. This is most noticeable when right-clicking on land only, indicated by . |
| Detailed MapNote<br>(light blue)<br>Not always available. | Name, feature name, feature category, and measurement information, for example: Great Cranberry Island, Land or Island, Earth Surface, 1.71 square miles. |
| Where Am I MapNote (light blue) | City, county, and state names, plus the ZIP Code. |
| Coordinate MapNote (light blue) | Coordinate information, based on the current coordinate format chosen in the Map Display tab. |
| Blank MapNote (white) | A blank label, which you can edit yourself. |

*Convert to Waypoint/Via*

This option is available when you right-click a waypoint or via on a route. It allows you to switch the selected point from a waypoint to a via, or vice versa.

**Tip**: To view existing Vias on your route, click the **Route** tab, click **New/Edit**, and then click the Via tool .

*Copy to Draw Object*

This option copies a line directly on the selected item. By using options in the Draw tab, you can select and then move and/or manipulate the linear object. For example, you can extend a trail off-road by dragging the draw object's endpoint in the direction of travel. Or, you can use a road as one edge of a polygon shape, by dragging its shapepoints into the desired configuration.

Map lines which can be copied to Draw objects include all types of roads and highways, railroad, power lines, pipelines, rivers or streams, and grid lines. This option is also available for measure objects (line and area).

*Delete Options*

The delete options on the shortcut menu vary based on the type of item you right-click.

- When you right-click a Draw object (such as a line, polygon, or MapNote, and so forth) and then click Delete Draw Object, the object is deleted from the draw layer.
- When you right-click a measure object (line or area) and then click Delete Measurement, the object is deleted from the project.
- When you right-click any route point (start, waypoint, via, or finish points), a delete option specific to the item selected is available (such as Delete Via). A Delete Route option is also available.
- When you right-click a route (not on a route point), a Delete Route option is available.
- When you right-click a Find MapTag, a Delete MapTag option is available.

*Info*

Right-click a point, symbol, feature, or area on the map and then click **Info** to identify it and view detailed information about it. This information displays in the Overview Map area, to the right of the tabs.

**Notes**:

- The type of descriptive information varies, depending on the item you have right-clicked. You can also copy the information and paste it into another program, such as a word processor.
- If there is more than one object under the point you clicked, information for each object displays.
- Pan or zoom the map to view the Overview Map.

*Find Travel POIs*

1. Right-click a point on the map, point to **Find Travel POIs**, and then select a distance. The Find tab displays and a category search is launched.
2. When the Find Category within Distance from Mouse Click dialog box displays the general categories, review the listing. Clear the check box of any category you do not want included in your results.
3. Click **OK** to perform the search. Results are sorted based on the distance from the point where you clicked.
   **Note**: The search may take awhile, depending on the location and the distance specified.

*Route: Create Route Options*

You can use Create Route right-click options from any tab. Right-click a point on the map and then select one of the options in the table below.

**Note**: Once set, route points for the active route can be repositioned or resequenced. For more information, see *Editing a Route* on page 103.

| Routing option | Function |
|---|---|
| Set as Start | Sets the selected point as the starting point of your route. |
| Add Stop | Adds a numbered stop to your route. All new stops are added in sequence. |
| Add Via | Adds a numbered via to your route. All new vias are added in sequence. |
| Insert Stop | Inserts a stop geographically within your route. (If the Auto Calc check box is selected in the Route dialog area, the route automatically recalculates based on shortest distance between each stop.) |
| Insert Via | Inserts a via geographically within your route. (If the Auto Calc check box is selected in the Route dialog area, the route automatically recalculates based on shortest distance between each stop.) |
| Set as Finish | Sets the selected point as the endpoint of your route. |

*Route: Activate, Hide, and Delete Route Options*

- To activate an inactive route, right-click the desired inactive route and then click **Activate Route**.
- To hide a route, right-click the route and then click **Hide Route**.
- To delete a route, right-click the route and then click **Delete Route**.

## To Use Right-Click Options in the Find Results List

After performing a QuickSearch or an advanced search, you can right-click an item in the Find results list. A shortcut menu displays the following options.

*Copy to Clipboard*

Copies the information for the selected item(s) and makes it available for pasting into another program.

*Go To*

Provides the same result as clicking the Go To button.

*Add MapTag*

Adds a MapTag to the selected item(s). Not available if the MapTags check box is not selected.

*Select All*

Selects all items in the list and highlights them on the map (up to 50). The Go To button name switches to Add Tags. Click Add Tags to add MapTags to all selected items. Or, if you right-click again (with all items selected), you can select Copy to Clipboard or Add MapTags.

## Getting Information About Map Features

The Street Atlas USA 2003 status bar (located above the tab area) displays street, highway, city, state, and ZIP Code information for the map location that your cursor is positioned on.

You can also right-click a point, symbol, feature, or area on the map to identify it and view detailed information about it. The type of descriptive information varies, depending on the item you have right-clicked. You can also copy the information and paste it into another program, such as a word processor.

### To Get Information About a Map Feature Using Right-Click Functionality

Use the following steps to get information about a particular map feature.

1. Right-click the desired map feature, such as a road or town. The right-click options available for that type of feature display.
2. Click **Info**. A description displays in the Overview Map display area (lower-right corner of your screen).
   **Note**: Descriptive information may include a name or feature type, distance, ZIP Code, town name, county name, state, coordinates, available radio stations, and so forth.
3. To restore the Overview Map, pan or zoom the map.

### To Copy Map Feature Information into Another Program

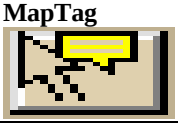
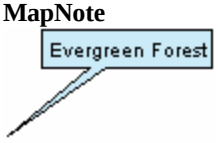
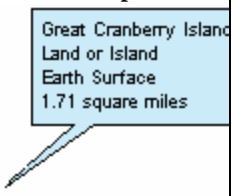
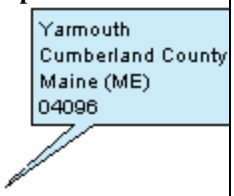
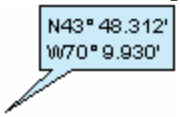
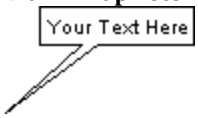
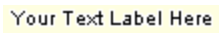
Use the following steps to copy the data in the information box and paste it into another program, such as a word processor.

1. Select the desired text by dragging across it.
   OR
   If you want all the information in the box, right-click the information box and then click **Select All**.
2. Copy the data by pressing CTRL+C on your keyboard.
   OR
   Right-click the information box with the selected text and then click **Copy**.
3. Open or switch to the program where you want to paste the text.
4. Click to select the location where you want to paste the text and then press CTRL+V on your keyboard.
   OR
   Right-click the selected location and then click **Paste**.
   OR
   If the program you are pasting information into has a menu bar, under the Edit menu, click **Paste**.

## Moving or Deleting MapTags, MapNotes, and Text Labels

There are several types of tags, notes, and text labels used in Street Atlas USA 2003. Once these are created, you may forget where and how you generated these items, which is important to know when you want to edit, move, or delete them.

Use the following table to determine what type of item you have, read a short description, and find more information on moving, deleting, and editing.

| Type of item | Description | For more information |
|---|---|---|
| **MapTag**  | A MapTag displays at the location where a place, street address, feature type, coordinate, and so forth are located using the search function in the Find tab. | See *MapTags: Moving, Hiding, and Deleting* on page 34. |
| **MapNote**   | A MapNote created using right-click functionality, it provides the feature name. | See *To Move Right-Click MapNotes* on page 30. |
| **Detailed MapNote**   | A MapNote created using right-click functionality, it provides the name, feature name, feature category, and measurement information. | See *To Move Right-Click MapNotes* on page 30. |
| **Where am I MapNote**   | A MapNote created using right-click functionality, it provides the city/town name, county name and code, state name and abbreviation, and ZIP Code. | See *To Move Right-Click MapNotes* on page 30. |
| **Coordinate MapNote**   | A MapNote created using right-click functionality, it provides the coordinate position based on the current Units preference selected in the Map Display tab. | See *To Move Right-Click MapNotes* on page 30. |
| **Blank MapNote**   | You can label your map with a MapNote you edit yourself by using:<br>Right-click functionality<br>OR<br>The MapNote/Text Label tool in the Draw Tab. | See *To Move Right-Click MapNotes* on page 30.<br>OR<br>*MapNotes: Adding, Editing, and Placing* on page 34.<br>**Note**: To edit the text, right-click the blank MapNote, click **Edit Draw Object**, and then edit the text. |
| **Text Label**   | You can label your map with a text label you can edit yourself by using the MapNote/Text Label tool in the Draw Tab. Text labels do not have a background color like other map labeling items. | See *Text Labels: Adding, Editing, and Placing* on page 97.<br>**Note**: To edit the text, right-click the blank MapNote, click **Edit Draw Object**, and then edit the text. |

### To Move Right-Click MapNotes

Use the following steps to move the text area of a MapNote, a Where Am I MapNote, a Coordinate MapNote, or a Blank MapNote created using the right-click functionality.

1. Click the **Draw** tab.
2. Click the **Select** tool .
3. Click the **MapNote** to select it.
4. Drag the text area to the desired location.

## Resizing the Map and Tab Areas

The Tab and Overview Map windows in Street Atlas USA 2003 default to 20% your computer's screen height. These windows can be resized horizontally and vertically (to a maximum of 40% screen height) using the three resize buttons, a drag method, or the F11/F10 keys.

**Notes**:

- The Tab and Overview Map window size is retained when you choose another tab.
- If it is not possible to display all tabs, horizontal scroll arrows display to the right of the last visible tab.
- Some tab areas, which provide search results, automatically resize depending on the number of results.

### To Resize the Map and Tab Area Using the Resize Buttons

There are three Resize toggle buttons, which switch to the opposite function once they are clicked. The following table shows each Resize button, provides its name, and describes its function. Each button is immediately followed by its toggle opposite.

| Button | Button Name | Button Function |
|---|---|---|
| | Increase to Maximum Width | Maximizes the tab area. All tabs are in view and the information area widens. The right and left scroll arrows do not display and the Overview Map is very narrow. |
| | Decrease to Normal Width | Restores the tab area to its default size. Right/Left scroll arrows and the Overview Map display. |
| | Decrease to Minimum Height | Displays a minimum view of the tab names. |
| | Increase to Normal Height | Increases to the 20% screen height size.<br>**Note**: You can also double-click the horizontal border to increase the screen height size to 20%. |
| | Increase to Maximum Height | Increases to the 40% screen height size. |
| | Decrease to Normal Height | Decreases to the 20% screen height size.<br>**Note**: You can also double-click the horizontal border to decrease the screen height size to 20%. |

### To Resize the Map and Tab Area Using the Drag Method

The drag method can be used to resize these areas horizontally or vertically. Use the following steps to resize using the drag method.

1. Point to the frame area between the Tab and Overview Map windows. The pointer becomes a .
   OR
   Point to the horizontal edge of the Tab or Overview Map window. The pointer becomes a .
2. Drag to resize.
3. To cancel the resize while dragging, press the ESC key on your keyboard. The size just prior to this resize is restored.

### To Resize the Map and Tab Area Using Function Keys

Press the **F11** key on your keyboard. Your pointer becomes a and is repositioned to the top of the Tab and Overview Map windows, centered over the frame between the two windows. Move your mouse to resize to the desired height and width. Click the mouse once when done.

To return to the default Tab and Overview Map window size, press the **F10** key on the keyboard or double-click each border.

**Note**: You can use the arrow keys on the keyboard to resize, after pressing the **F11** key on your keyboard. When done, press the ENTER key on your keyboard.

## Zoom Level

Street Atlas USA 2003 uses zoom levels between 2-0 (maximum zoom-out) and 16-0 (maximum zoom-in, in most instances).

Zoom level, sometimes referred to as magnitudes in DeLorme mapping programs, has to do with the relationship between what you see in a map view and how it exists in reality. It is the amount of geographic data displayed on a computer monitor or handheld device screen. Developed by DeLorme, the use of magnitudes is similar to the traditional fractional relationship expressed on paper maps (for example, 1:24,000, 1:100,000, 1:500,000, and so forth).

### To Change Zoom Level Using the Zoom Level Tool

The Zoom Level tool is located on the Control Panel, to the right of the map view.

Click the up arrow to zoom out one octave at a time. As you zoom out, you see a larger geographic area with less detail. Zoom level 2-0 displays the entire United States.

Click the down arrow to zoom in one octave at a time. You can continue zooming in to the maximum zoom level.

**Tip**: Use the **Zoom In 1** tool and watch as state routes, local roads, smaller towns, lakes and rivers, points of interest, and so forth begin to display on the map.

# Zooming In and Out

With Street Atlas USA 2003, you can use the Zoom tools to quickly change the zoom level of the map view. Increasing the zoom level number shows a smaller geographic area at greater detail. Decreasing the zoom level number shows a larger geographic area at lesser detail.

## To Zoom In/Out Using the Zoom Tools

Use the Zoom Tools shown below to zoom quickly.

| | |
|---|---|
| | Click the **Zoom In 1** tool to increase the detail number to the next full level.<br>**Note**: This tool is unavailable at zoom level 16-0 in most instances. The exception is Alaskan data in topographical datasets (lower). |
| | Click the **Zoom Out 1** tool to decrease the detail number to the next full level.<br>**Note**: This tool is unavailable at zoom level 2-0. |
| | Click the **Zoom Out 3** tool to decrease the detail number by three full levels.<br>**Note**: This tool is unavailable at zoom level 4-0 or below. |

**Tip**: You can also change the zoom level by using any of the following methods:

- Use the up and down arrows on the Zoom Level tool in the Control Panel.
- Use drag and zoom functionality. Drag down-right on the map to zoom in or up-left to zoom out.
- Press ALT+PAGE UP on your keyboard to zoom out to the next full zoom level. Press ALT+PAGE DOWN on your keyboard to zoom in to the next full zoom level.

# Find

## Find Overview

There are three Find options you can use to search for and locate places and other map items in Street Atlas USA 2003: the QuickSearch, Advanced, and Radar functions.

- **QuickSearch**—Search for places, addresses, ZIP Codes, and coordinate positions. If the item you are looking for is not recognized, the Advanced tab displays automatically.
- **Advanced**—Control *what* you are looking for via the Find field, and *where* you are looking for it via the Within field while you conduct a more detailed search.
- **Radar**—Search for points of interest (within a designated radius from your current location) while tracking a route with a GPS receiver.

## Using QuickSearch

Use QuickSearch to locate places, addresses, ZIP Codes, and coordinate positions.

**Notes**:

- If the item you are looking for is not recognized, the Advanced dialog area displays automatically.
- To search for other items, such as an area code and exchange, street intersection, or a category (such as Park, Interstate, and so forth), use the Advanced search capability provided in Street Atlas USA 2003.

### To Search for a Place, Address, ZIP Code, or Coordinate

Follow the steps below to use QuickSearch.

1. Click the **Find** tab and then click **QuickSearch**.
2. Type a name, address, ZIP Code, or coordinate in the Search For text box.
   **Note**: Do not enter more than five digits for a ZIP Code search.
3. Click **Search**. If your search is:
   - Very Successful—The results list displays and, if there is one excellent match, the map centers on that place and a MapTag displays if the MapTag check box is selected.
     **Note**: The only time a MapTag is not placed is when you find and then go to a labeled area that has no single map point associated with it; for example, a large park.
   - Successful—The results list displays. Scroll (or browse) through the list of search results until you find the one you want to locate. To center an item on the map, double-click it or select it and then click **Go To**. A yellow MapTag displays at the location if the MapTags check box is selected.
     **Tip**: Single click an item in the results list if you want to highlight it on the map without adding a MapTag or centering it in the map view. For more information on viewing results, see *Tips on Reviewing Results* on page 40.
   - Not Successful—The Advanced dialog area displays. Street Atlas USA 2003 makes its best guess about the type of search you were trying and your search word(s) display in

the upper-right text box. Click **Search** to proceed. For more information, see *Using Advanced Search* on page 35.

**Notes**:

- Use a comma to separate city and state (Atlanta, Georgia), major point of interest and state (Space Needle, WA), parts of an address (444 E Pk Drive, Milford, CT or 444 E Pk Dr, 06460), or coordinate points (N 43.8, W 70.2).
  **Tip**: Major landmarks or points of interest such as the Space Needle, Yellowstone National Park, Mount Rushmore, and so forth can be found without using the state as part of the search criteria.
- Street addresses and minor points of interest can be found by using the city and state, separated by commas, as in the example: 100 Congress St, Portland, ME.
- Click the Search For down arrow to view a drop-down list of previously used search words and examples.
- The Search for drop-down list keeps a history of your search words during a session. It remembers your five most recently used search words between sessions.

## MapTags: Moving, Hiding, and Deleting

When you search for and then go to a place, street address, coordinate, category item, or street intersection, a yellow MapTag displays at that location, if the MapTags check box is selected. If MapTags are cluttering your view of the map, you can move the text area of the MapTag; hide them from view; or delete one, several, or all MapTags.

**Notes**:

- The only time a MapTag is not placed is when you find and then go to a labeled area that has no single map point associated with it; for example, a large park.
- MapTags are not saved between sessions.

### To Move a MapTag

A MapTag cannot be detached from its anchor point. Only the text area can be moved.

Use the following steps to move the MapTag text area.

1. Using the Find tab, search for a place, street address, coordinate, category item, or street intersection. MapTags are placed at each point located on the map.
2. Click the **Select** tool .
   **Note**: The Select tool is available on both the QuickSearch and Advanced dialog areas.
3. Drag the selected MapTag text area to the desired position on the map. The anchor point does not move.

### To Hide MapTags

The MapTags check box

controls the viewing of existing MapTags.

- MapTags are visible when the MapTag check box is selected.
- MapTags are hidden from view when the MapTag check box is cleared. Select the MapTag check box at any time to display existing MapTags.

### To Delete MapTags

You can delete one, several, or all MapTags.

To delete MapTags, click the **Find** tab and then click the **Select** tool .

**Note**: The Select tool is available on both the QuickSearch and Advanced dialog areas.

- To delete one MapTag, click the desired MapTag (using the Select tool), and then click the **Delete Tag** tool .
  OR
  Right-click the MapTag you want to delete and then click **Delete MapTag**.
- To delete several MapTags, hold down the SHIFT key on your keyboard while clicking the desired MapTags, and then click the **Delete Tag** tool.
  **Note**: When deleting multiple MapTags, the MapTags are immediately deleted; there is no confirmation message.
- To delete all MapTags, click the **Delete Tag** tool (without choosing the Select tool). A message box displays "Delete all MapTags?" Click **OK** to confirm deletion. Click **Cancel** to retain all MapTags.

## Using Advanced Search

The Advanced search capability in Street Atlas USA 2003 allows you to perform more detailed searches by controlling *what* you are looking for, via the Find field, and *where* you are looking for it, via the Within field.

- The fields available for selection under Within vary based on your Find selection.
- The fill-in fields (located in the center of the tab) vary based on both your Find and Within selections.

You can also search for more types of items than you can in QuickSearch, such as street intersection, category, and area code and exchange. For more information, see *Using QuickSearch* on page 33.

### To Use Advanced Search

Follow the steps below to use the advanced search function.

1. Click the **Find** tab and then click **Advanced**.
   **Note**: This screen displays automatically if you performed an unsuccessful QuickSearch. The search feature makes its best guess about the type of search you are attempting and your search words display in the upper-right text box.
2. From the Find drop-down list, select the desired Find type from the list.
   - **Name**—Use Name to locate a city, town, landmark, and so forth. The closest match is displayed first in the Results list.
   - **Street Address**—Use Street Address to locate by street name, highway number, and so forth. Accepts standard abbreviations such as Rd (Road), St (Street or Saint), Mt (Mount), Dr (Drive), and Ct (Court). The closest match is displayed first in the Results list.
   - **Street Intersection**—Use this search to locate the intersection of two specified roads. The closest match is displayed first in the Results list.

- **ZIP Code(s) —**Use at least a partial ZIP Code to locate the covered regions. The results are displayed in a browse list. This means you are taken into the ZIP Code database at the closest matching, valid ZIP Code. You can browse through results in either direction to the first (or last) item in the database.
- **Category—**Searches for a category of items within the specified area. For more information on category searches, see *Keywords for Category Searches* on page 38.
  **Note**: In all category searches, the Keywords field is optional. If the Keywords field is left blank, all objects in the selected Within area display in the Results list.
- **Area Code and Excha**nge**—**There are no Within options for Area Code and Exchange search. Use at least a partial Area Code and Exchange to locate the covered regions. (This is not an individual phone search.)
  The results are displayed in a browse list. This means you are taken into the Area Code database at the closest matching, valid Area Code. You can browse through results in either direction to the first (or last) item in the database.
- **Latitude/Longitude —**A single result is returned using a Latitude/Longitude search. There are no Within options. Coordinates must be in one of the formats recognized by the program.

3. From the **Within** drop-down list, select the desired Within field. Available choices are based on what you selected as your Find type.
   - **United States—**Searches for the specified major name within the entire United States. Displays an optional State text field. Results are listed alphabetically and browsing is available. Can also be used for ZIP Code(s) searches.
   - **City—**Searches for the specified name within the ZIP Codes associated with the city and state specified in the text boxes.
   - **ZIP Code —**Searches for the specified name within a ZIP Code. Displays a ZIP Code text field. A search for a ZIP+4 Code is treated the same as a five-digit ZIP Code.
   - **Current Map City—**Searches for the specified name, within the boundaries of all ZIP Codes associated with the city at the current map center.
   - **Current Map Rectangle —**Searches for the specified location within the currently visible map area.
   - **Distance from Map Center—**Performs a search in all directions from the center of the map using the specified distance. Also called a radius search. The minimum distance which can be used is 50 feet; the maximum distance is 100 miles.
   - **Current Route—**Searches for objects within the specified distance from your currently active, calculated route. The minimum distance which can be used is 500 feet; the maximum distance is 10 miles. Results are listed in the sequence they occur along the route, from start point to finish point.
     **Note**: This search may take longer than other types of searches.
4. Type information in the text boxes to the right of the Find and Within fields. The text boxes available are based on the selected Find and Within fields.
   **Tip**: A few text boxes are optional and you may get more results by leaving them blank. To see if a text box is optional, hold your pointer over the text box label or down arrow and read the ToolTip for that text box.

5. Click **Search** or press the ENTER key on your keyboard. The Results list displays your search results with closest match items at the top of the list.
6. Scroll (or browse) through the list of search results for your search until you find the one you want to locate. To center an item on the map, select it and then click **Go To** or double-click it. A yellow MapTag displays at the location if the MapTags check box is selected.
   **Tip**: Single click an item in the results list if you want to highlight it on the map without adding a MapTag or centering it in the map view. For more information on viewing results, see *Tips on Viewing Find Results* on page 40.

## Chart of Supported Coordinate Formats

The following chart displays supported formats for latitude/longitude searches in Street Atlas USA 2003. Sample coordinates are for Yarmouth, Maine.

**Tips**:

- To return to the procedure about performing an advanced search, click the **Back** button at the upper-left of your Help screen.
- Examples of search formats are listed in the Advanced search drop-down text boxes along with a history of your most current search criteria. When you exit the program, only your five most recent search criteria are retained.

### Latitude/Longitude Search Formats

| Latitude | Longitude |
|---|---|
| N 43 48 30 | W70 9 52 |
| N 43 48.4910 | W 070 09.8440 |
| N434829.4600 | W0700950.6400 |
| N43-48-30 | W70-9-52 |
| N 43:48:29.46 | W 70:9:50.64 |
| 4348 | -7009 |
| 4348N | 7009W |
| N4348 | W7009 |
| 4348n | 7009w |
| n4348 | w7009 |
| 4348 N | 7009 W |
| N 4348 | W 7009 |
| 4348 n | 7009 w |
| n 4348 | w 7009 |
| 434829 | -700950 |
| 4348.491 | -7009.844 |
| 4348.491 | -7009.844 |
| 434829.46 | -700950.64 |
| 43.80818333 | -70.16406667 |
| 43 48.4910 N | 70 09 50.64 W |
| 43 48.4910 n | 70 09 50.64 w |
| N 43 48.4910 | W 70 09 50.64 |
| 434829.46 N | 700950.64 W |
| 43 | -70 |

# Keywords for Category Searches

Street Atlas USA 2003 recognizes hundreds of English words to generate both general and specific searches using category keywords.

## Keyword Samples

Sample keywords may be listed in more than one category.

*Boundaries, Map, and Surveying*

- Border
- Boundary
- Contour
- Crosshair
- Grid
- Line
- Point
- ZIP Code

*Buildings and Structures*

- Airport
- Bridge
- Business
- Landmark
- Library

*Education and Cultural*

- College
- Local Park
- Park
- School
- State Park
- University

*Natural Features*

- Beach
- Canyon
- Crater
- Desert
- Forest

- Glacier
- Hill
- Island
- Mountain
- River
- Stream
- Valley
- Water

*Miscellaneous*

- Cemetery
- Hiking
- Mine
- Note
- Park

*Object Types*

- Draw Object
- Point
- Polygon
- Symbol
- Tag

*Roads and Trails*

- Bridge
- Exit
- Ferry
- Foot Trail
- Highway
- Hiking
- Interstate
- One Way
- Railroad
- Road
- Street
- Trail

- Tunnel

*Travel Amenities*

- Airport
- Exit
- Landmark
- Rest Area

### Notes on Category Searches

The following list provides notes you may find helpful for performing category searches.

- The Keywords field is optional in all Category searches and if left blank, all objects in the Within area display in the Results list.
- Keywords are not case-sensitive. Using all capital letters or no capital letters does not affect the search.
- Some generic keywords (water, for example) match many categories and display a dialog box with specific categories. Select or clear these categories, depending on what you want to locate.
- In the Keyword Category Samples below, some keywords are used together. This narrows the search. The following two examples provide information on how results may differ using words together and separately:
    - Example 1—Using **Local Road** provides six category results, such as Ferry Crossing **Local Road**, **Local** or Rural **Road** (four separate categories), and Rail**road Local** Line.
    - Example 2—Using **Road** provides over 100 results from more categories.
- Partial words are recognized when performing a search. For example, when using a keyword such as **ATM**, search results might include items under categories such as **ATM** Machine, Weather **Atm**ospheric Conditions, and Window Tre**atm**ents or Upholstery.
  **Note**: This search may not be valid for this product, but serves as an example.
- Keywords can be used in any order. You get the same results using **Local Road** as for **Road Local**.
- A keyword may find categories related to the word rather than including the word. For example, a keyword such as **Refrigerator** might find the category **Appliances**.
  **Note**: This search may not be valid for this product, but serves as an example.
- Insert the word **or** between two keywords to conduct a search looking for items in two different categories. Using the search criteria **Local or Road** provides over 100 results.

## Tips on Viewing Find Results

The Results list displays your results in the QuickSearch or Advanced dialog area after performing a successful search in the Find tab.

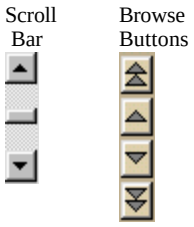
The following list provides tips on viewing results.

- To make it easier to view a long list of search results, click the Increase to Maximum Height button in the upper-right corner of the tab area.

- To sort results by another column, click the desired column header. An asterisk (*) identifies the sort column. Click a second time to reverse the sort order.
  **Note**: This feature is not available when in browse mode (see last item in this list).
- To copy the information for the selected item(s), press CTRL+C on your keyboard. You can then paste the text into another program, such as a word processing program.
- Right-click an item in the results list. A shortcut menu displays the following items:
  - **Copy to Clipboard**—Copies the information for the selected item(s) and is available for pasting into another program.
  - **Go To**—Centers the map on the selected item.
  - **Add MapTag**—Adds a MapTag to the selected item(s). Not available if the MapTags check box is not selected.
  - **Select All**—Selects all items in the list and highlights them on the map (up to 50). The Go To button name switches to Add Tags. Click Add Tags to add MapTags to all selected items. Or, if you right-click again (with all items selected), you can select Copy to Clipboard or Add MapTags.
- To locate an item on the map without going to it, single click an item in the results list. It is highlighted on the map, as long as it is in the current map view. This is especially helpful when you are at the zoom level you want to view the area but point labels are not displaying.
  **Notes**:
  - Panning the map or clicking another tab removes the highlights.
  - To select multiple items, press and hold the CTRL key while clicking the desired items (up to 50) in the results list. If the items are listed continuously, click the first item in the list and then press and hold the SHIFT key while clicking the last item you want.
  - Column widths can be adjusted. The new size is retained until changed again. The column order cannot be rearranged.
- There are two types of results lists:

Most searches provide a fixed number of results. If all of the results do not fit in the screen area, a scroll bar automatically displays.

Name and ZIP Code searches within the United States, and Area Code/Exchange searches provide results you can browse. This means the entire (appropriate) database displays with the best match highlighted. It is possible to continue browsing to the first (or last) item in the entire database.




## Finding Points of Interest (POIs) Near Your Current Location

The Find tab's Radar subtab allows you to search for points of interest (such as gas stations, restaurants, accommodations, exit services, etc.) near your current location (if tracking with a GPS) or near the center of the map. Once you have found the desired point of interest, you can use the Radar subtab to recenter the map on the route to that point of interest and get directions to that POI.

**Note**: A Radar search finds items that are the shortest driving distance from your current location (within just a few miles). As a result, some of the search results may be behind you. Since the actual route is calculated, the fastest destination for you to drive to is listed first. If you are on a one-way road or

freeway, Radar takes into account the fact that you need to drive further to get off at an exit. You can click each item in the result list to see each option, to highlight the route to each destination, and to see a description of each one as well as driving directions. This should help you choose the best one for your needs.

## To Find POIs Near Your Location

Use the following steps to find POIs near your locations.

1. Click the **Find** tab. The Find dialog area displays.
2. If you are not tracking with a GPS, type a specified location in the Search For text box and click **Search**.
3. Click the **Radar** subtab. The Radar dialog area displays.
4. Under Search For, select the point of interest (accommodations, amusements/recreation, ATMs, exit services, fast food, gas stations, restaurants, and/or truck/RV stop/service) you want to locate within the specified area.
5. If you want to repeat your search after a designated amount of time, select the Repeat Search Every check box and then select a number for the minute(s) you want Street Atlas USA 2003 to automatically repeat the search.
6. Select a distance (in miles) from the Search Area scroll list to limit your search to a certain driving distance from your current location.
7. Click **Search**. The search results display in the list box to the right of the Search button.
8. Click a search result to select it. A yellow, highlighted line displays on the map between your current/specified location and the point of interest's location.
   **Note**: Click **Recenter** to recenter the map on the selected POI route. Click **Insert Stop** to insert the selected search result into your current route.
9. Select **Info** to view the point of interest's name, category, phone number, and distance from the current location. For truck stops, many more details are displayed.
   OR
   Select **Directions** to view directions to the selected point of interest from your current/specified location.

# Print

## Print Overview

Street Atlas USA 2003 lets you perform the following functions:

- Print any map view displayed on your screen
- Print your routes and/or route directions.
- Print large, multipage maps as large as 3 (pages) x 3 (pages)
- Save your map or route as a bitmap image.
- Save your route directions as a text file.

**Note**: Street Atlas USA 2003 supports printing on letter-size (8½" x 11") paper only.

## Printing a Map

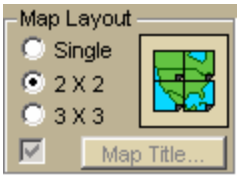
Street Atlas USA 2003 lets you print any map view displayed on your screen. You can print single page maps, or multipage (2 x 2 or 3 x 3) maps which you can manually assemble into one large map. For more information, see *Manually Assembling a Multipage Map* on page 46.

You can display and store your multipage maps in the DeLorme® MapPack holder, available separately from DeLorme.

### To Print a Map

Use the following steps to print a map.

1. Locate the area you want to print. For more information on locating an area on the map or navigating the map, see *Panning/Centering the Map* on page 23, the *Find Overview* on page 33, and other Find topics.
2. Click the **Print** tab. The Print dialog area displays.
3. Click **Map**. The Map dialog area displays.
4. Under Map Layout, select a layout option (Single, 2 x 2, or 3 x 3). The print area displays on both the Map and the Overview Map.
   **Note**: In the example below, 2 x 2 is selected. This means the print area encompasses four standard 8½" x 11" pages.




5. Optional: If you selected Single in step 4, you can add a title to your map by selecting the Map Title check box and clicking **Map Title** to assign the title's text, font, and alignment.
6. Optional: If you selected 2 x 2 or 3 x 3 in step 4 (and do not want to print all the pages in the multipage map) on the Map Layout graphic itself, click the page(s) you do not want to print. The page appears dimmed or gray.

**Note**: In the example below, page 4 will not print for the 2 x 2 map.

7. Verify this is the location and scale you want to print. If not, pan the map to the desired location and zoom to the desired level. For more information, see *Panning/Centering the Map* on page 23 and *Zooming In and Out* on page 32.
   **Note**: The print scale adjusts automatically as you change the zoom level.
8. If you want to use other tabs and functions but not lose your current print area, print scale, or other settings, select the **Lock Print Area** check box. Selecting this check box locks the print area, changes the tab label to red, and makes the three Zoom Tool buttons unavailable. You can still pan the map and access other tabs, but the print area will not change.
   **Note**: Clear the Lock Print Area check box to change the zoom level and scroll to adjust the print area. The Print Scale adjusts automatically as you change the zoom level.
9. To change printers or make choices for paper orientation, paper size, and paper source, click **Print Setup**. The Print Setup dialog displays.
   **Note**: Click **Properties** to view additional options. If the options are available, set the graphics mode to use raster graphics and set TrueType fonts to print as graphics. Consult your printer manual for additional information. The Printing Tips topic contains specific recommendations for best printing results.
10. (Optional) To view a preview of your selection, select the **Preview Print Area** check box.
11. Click **Print Now** to print your map. A map legend prints at the bottom of the map including copyright, zoom level, datum, scale, and north arrows.

**Tip**: If you want to adjust the print area, select the Lock Print Area and Preview Print Area check boxes and drag the frame to the desired position.

## Saving a Map as a Bitmap Image

You can save the current map view as a bitmap (.bmp) image in the *C:\DeLorme Docs\Print* directory. You can save all page layout formats: Single, 2 x 2, and 3 x 3. If a multipage format is selected, all the active pages are saved as individual bitmaps using the specified file name with an incremental (page) number at the end of the name.

**Notes**:

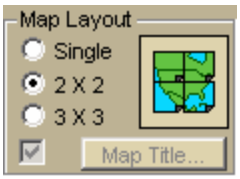
- The default path cannot be changed.
- The dots per inch (dpi) resolution setting for these images is fixed at 250 dpi.
- Click **Cancel** to stop the file save at any time.

### To Save a Map as a Bitmap

This process is very similar to printing a map. Use the following steps to save a map as a bitmap image.

1. Locate the area you want to save as a bitmap image. For more information on locating an area on the map or navigating the map, see *Panning/Centering the Map* on page 23, the *Find Overview* on page 33, and other Find topics.
2. Click the **Print** tab. The Print dialog area displays.

3. Click **Map**. The Map dialog area displays.
4. Under Map Layout, select a layout option (Single, 2 x 2, or 3 x 3). The selected map area displays on both the Map and the Overview Map.
   **Note**: In the example below, 2 x 2 is selected. This means the image area encompasses four standard 8½" x 11" pages.




5. Optional: If you selected Single in step 4, you can add a title to your map by selecting the Map Title check box and clicking **Map Title** to assign the title's text, font, and alignment.
6. Optional: If you selected 2 x 2 or 3 x 3 in step 4 and do not want to save all the pages in the multipage map, on the Map Layout graphic itself, click the page(s) you do not want to save. The page appears dimmed or gray.
   **Note**: In the 2 x 2 map example below, page 4 will not be saved.

7. Verify this is the location and scale you want to save. If not, pan the map to the desired location and zoom to the desired level. For more information, see *Panning/Centering the Map* on page 23 and *Zooming In and Out* on page 32.
   **Note**: The Print Scale adjusts automatically as you change the zoom level.
8. If you want to use other tabs and functions, but not lose your current print area, print scale, or other settings, select the **Lock Print Area** check box. Selecting this check box locks the image area, changes the tab label to red, and the makes the three Zoom Tool buttons unavailable. You can still pan the map and access other tabs but the image area will not change.
   **Note**: Clear the Lock Print Area check box to change the zoom level and scroll to adjust the print area. The Print Scale adjusts automatically as you change the zoom level.
9. Click **Save to File**. The Save to File dialog area displays.
   **Note**: To cancel saving the file and return to the Map dialog area, click **Cancel**.
10. Under Map, type the desired file name in the File text box and click **Save**. The map is saved as a bitmap (.bmp file); a progress bar indicates the save status. When the save is completed, the Map dialog area displays.

**Tip**: If you want to adjust the print area, select the Lock Print Area and Preview Print Area check boxes and drag the frame to the desired position.

## Printing Tips

You can print maps from Street Atlas USA 2003 through any Windows-compatible printer driver. Strange characters or incomplete output are usually the result of an incompatible, outdated, or improperly configured printer driver. There are also differences between black-and-white and color printers.

### For Laser Printers

Before printing, click the **Print** tab to open the Print dialog area and then click **Print Setup**. If the options are available, set the graphics mode to use raster graphics and set TrueType fonts to print as graphics. Consult your printer manual for additional information.

Printouts from Street Atlas USA 2003 contain complex graphic images and it may take several minutes to print each page. After clicking **Print Now**, the program gives you the option to cancel while it is processing the map area.

### For Black-and-White Printers

Print results are different for color and black-and-white printers. The differences are limited to how land use land cover areas are printed.

## Manually Assembling a Multipage Map

After you have printed the sheets for your multipage map, you are ready to assemble the map.

Before you begin, be sure you have a clear work surface large enough to accommodate the final map size.

You will need the following tools to assemble your map:

- Pencil
- Razor knife
- Straight Edge Ruler (longer than the edge of the longest sheet)
- Permanent Tape ("invisible" or "magic" type)
- Removable Tape

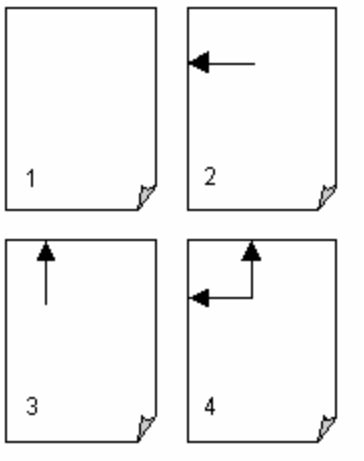
**Note**: For convenience, you can use the DeLorme MapPack to display and store your map pages. The MapPack holder is available separately from DeLorme.

### To Manually Assemble a Multipage Map

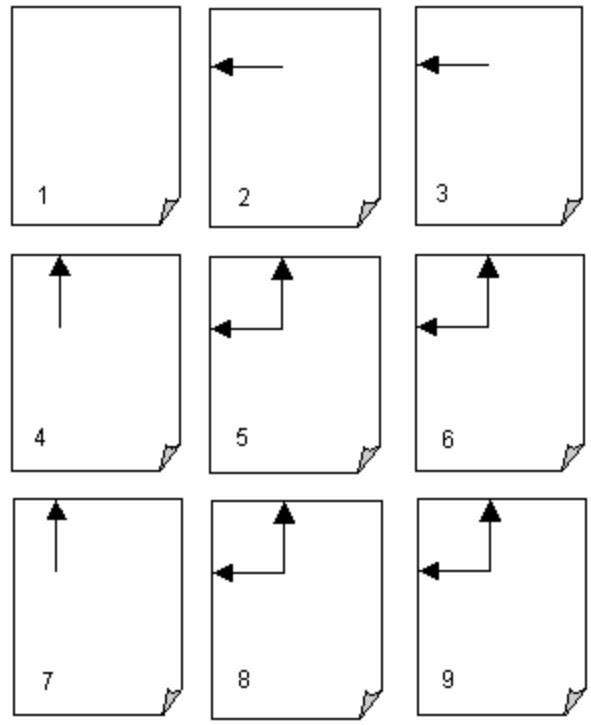
Use the following steps to manually assemble a multipage map.

1. Using the straight edge ruler and razor knife, trim each sheet to the thin black line bordering the map.
   **Note**: For adjacent sheets, trim only one page. This makes piecing the sheets together easier.
2. For each sheet that needs to be trimmed, mark the edges of the sheet to indicate the areas that need to be trimmed.
   The following diagrams of a 2 x 2 and 3 x 3 multipage map provide additional information on where to trim the sheets. The arrows indicate the edges to be trimmed.

**2 x 2 Multipage Map**

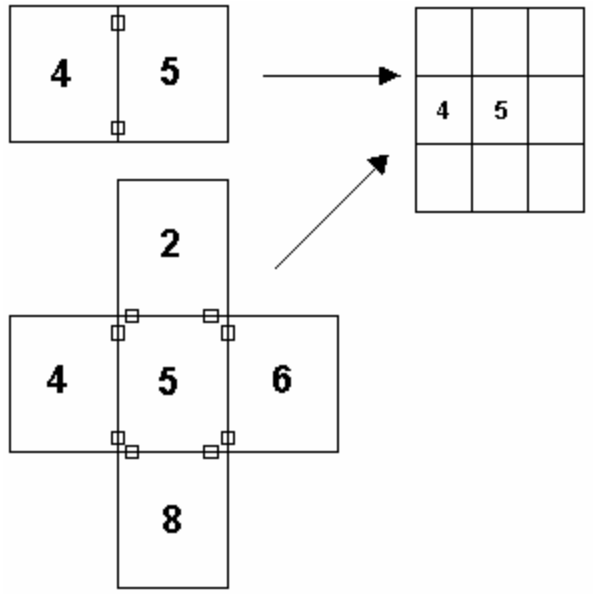



**3 x 3 Multipage Map**



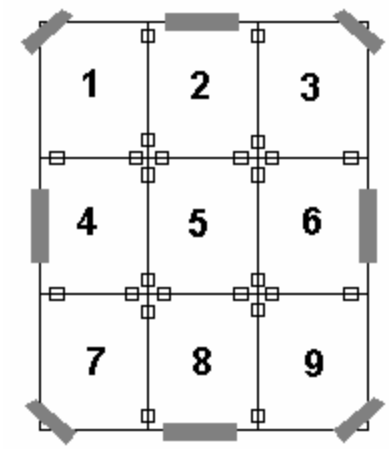

3. Align two adjacent sheets, placing the trimmed edge on top of the non-trimmed edge.
   **Notes**:
   - Piece together the multipage map one seam at a time. This is especially important for a 3 x 3 multipage map.
   - Build the multipage map from the inside out to minimize any misalignment.

4. Using two small pieces of removable tape, tack together the aligned sheets.




**Note**: This is a temporary measure. Steps 6 through 10 describe how to completely secure the sheets.

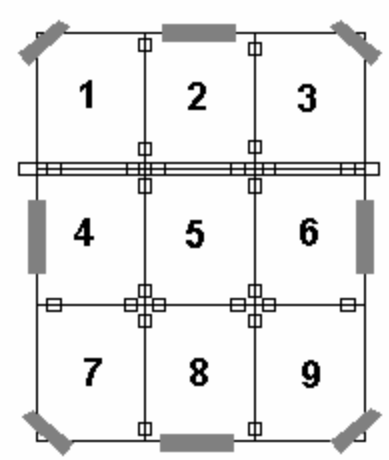
5. Repeat steps 3 and 4 until all the sheets are pieced together.
6. With the multipage temporarily pieced together, use small pieces of removable tape to secure the corners and edges of the multipage map.



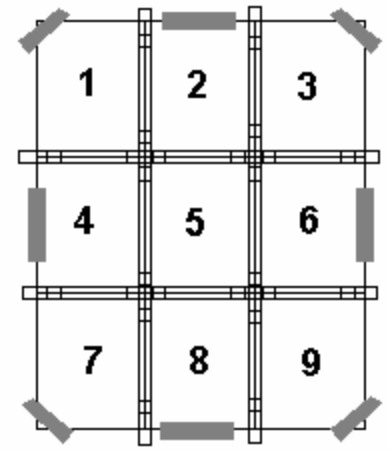

**Note**: Place the removable tape on the corners and edges, not along the seams.

7. For each seam, fix the tape to the work surface (not on the sheet) so the tape is in alignment with the seam.
8. Spool off enough permanent tape to cover the entire seam. Be careful not to let the tape touch the map until you are ready to apply it (in step 9).

9. Keeping the length of the tape taut, carefully apply the tape to the seam until both sides are fixed to the work surface.




10. Press the tape along the seam to remove any air gaps.
11. Repeat steps 6 through 10 until all seams are completely pieced together.




12. Using the straight edge ruler, carefully trim the edges of the map at the seams (where the tape is affixed to the workspace).
13. Peel off the removable tape at the corners and the edges. You are now ready to display your multipage map.

## Printing a Route and Directions

Street Atlas USA 2003 gives you the ability to print maps of your route and/or route directions for any route you create.

Additionally, you can save your directions or along the way results in a text file. For more information, see *Saving Route Directions as Text* on page 50.

### To Print a Route

Use the following steps to print an existing route.

1. Click the **Print** tab and then click **Route** to display the Route dialog area.
   **Note**: If you do not have a route on this Map File, the Route Options are unavailable.

2. Click **Print Setup** to open the Print Setup dialog box and select a printer, change printer properties, select paper size, and select paper orientation. Click **OK** when finished.
   **Note**: If the options are available under Printer Properties, set the graphics mode to use raster graphics and set TrueType fonts to print as graphics.
3. Select the route you want to print from the Name drop-down list.
   **Note**: If the route you want to print is not available in the Name drop-down list, you may not have the correct Map File open. For more information, see *Opening a Map File* on page 53.
4. Under Options, select from one of the following choices:
   - **Overview**—Provides an optimized map of your route and the route summary (trip distance, trip time, start, total stops, and finish).
   - **Travel Package**—Provides a combination of city and highway maps of the route and the corresponding directions. City maps are printed for the start, finish, and any stops. Highway maps are printed for all other parts of the route.
   - **Turn Details**—Prints nine 2" x 2" detail maps per page. Maps are derived from the actions specified in the directions, with one map per action.
   - **Directions**—Provides action-based directions (turn, merge, bear, depart, arrive, and continue) including the time frame for each action.
     **Note**: Route directions can be saved as a text file.
   - **Along the Way**—Prints the search results of a previous Advanced Find search within a current route. The search results are listed as they are listed in the Find results.
     **Note**: The Along the Way option is only available if you have recently performed a find/category within current route search in the Advanced Find subtab. For more information, see *Using Advanced Search* on page 35.
   - **Strip Maps**—Provides detailed maps in the direction of travel of the route and directions (which appear in the map margin).
5. Select the miles per page that you want your route to cover from the Miles Per Page drop-down list.
6. Optional: To view a preview of your selection, click **Print Preview**.
7. Click **Print Now**.

**Note**: For specific recommendations on best printing results, see *Printing Tips* on page 45 or your printer manual.

**Tip**: If you want to adjust the print area, click the Map subtab, select the Lock Print Area and Preview Print Area check boxes, and drag the frame to the desired position.

## Saving Route Directions as Text

Street Atlas USA 2003 lets you save your directions and along the way results as a text file.

### To Save Your Route Directions

This process is very similar to printing your route and directions.

Use the following steps to save your directions.

1. Click the **Print** tab and then click **Route** to display the Route dialog area.
   **Note**: If you do not have a route on this Map File, the Route Options are unavailable.

2. Select the route you want to print from the Name drop-down list.
   **Note**: If the route you want to print is not available in the Name drop-down list, you may not have the correct Map File open. For more information, see *Opening a Map File* on page 53.
3. Under Options, click **Directions** or **Along the Way**. The number for Total Pages updates.
4. Click **Save to File**.
5. In the File text box, rename the .txt file by typing the desired name and then click **Save**. The route directions are saved in the *C:\DeLorme Docs\Navigation* directory with a .txt extension.
   **Notes**:
   - The default path cannot be changed.
   - Click **Cancel** to return to the Print Route dialog area without saving the file.

# Map Files

## Map Files Overview

Street Atlas USA 2003 lets you save all of the work that you have done as a single Map File so you can open it again later. These saved workspaces are called Map Files. You can create various map views and save each in a different Map File, if desired. In this way, you can save separate views of often-viewed areas at your preferred zoom level and other settings. Then, open them as you need them using the Map File file list.

## What is a Map File?

A Map File consists of the map center coordinates, the current zoom level, the current magnification, preferences, and any routes or draw layers you have added to it.

As you create routes and draw layers, they are added to the currently selected Map File. Map Files are saved by default in *C:\DeLorme Docs\Map Files*.

Each associated file is saved in its respective folder in the *C:\DeLorme Docs* directory. For example, a draw layer is saved in *C:\DeLorme Docs\Draw*. For more information about the DeLorme Docs directory, see *Street Atlas 2003 File Directories* on page 5.

## Can I Reuse Draw Layers and Routes in Other Map Files?

After creating routes or adding your own roads, you may not want to do all this work again in another Map File. You can share routes and draw layers between Map Files by using the Add button, or you can delete these items using the Remove button in the Content view in the Map Files tab.

## Can I Send Routes or Draw Layers to Another Street Atlas USA 2003 User?

Map Files, including their routes and draw layers (such as the one with the roads you added), can be packaged into one Transfer File for convenience. The transfer file facilitates e-mailing, copying Map File information to other PCs, and copying Map Files between DeLorme programs.

## What is Exchange?

If you click **Exchange**, the Exchange wizard displays. The Exchange wizard allows you to exchange the selected data file with a GPS device.

**Note**: You can also launch the Exchange wizard using the Exchange button on the GPS tab. For more information, see *Uploading to a GPS Receiver* on page 120 or *Downloading from a GPS Receiver* on page 121.

## Creating and Deleting Map Files

With Street Atlas USA 2003, you can create various map views and save each in a different Map File, if desired.

### To Create a New Map File

Use the following steps to create a new Map File.

1. Click the **Map Files** tab to open the Map Files dialog area.
2. Click **File** and then click **New**.
   OR
   Click the new file button .
3. Click **Save**. Map Files have .saf extensions and are saved in the *C:\DeLorme Docs\Map Files* directory by default.

### To Delete a Map File

Use the following steps to delete a Map File.

1. Open a Map File.
2. Click **File**, click **Current View**, and then click **File Info**.
3. Using Windows Explorer, browse to the directory location specified in the Map File dialog area.
4. Select the desired file.
5. From the File menu, click **Delete**.
6. Click **Yes** at the Delete File confirmation message.

## Opening a Map File

With Street Atlas USA 2003, you can create various map views and save each in a different Map File, if desired. You are able to view your Map Files by opening them one at a time.

### To Open a Map File

Use the following steps to open a Map File.

1. Click the **Map Files** tab.
2. Click **File** and then click **Open**.
   OR
   Click the open button .
3. Select the desired Map File from the file list.
   **Tip**: Use the Increase to Maximum Height button (on the far-right of the tab area) to make a long Map File directory list easier to view.
4. Double-click the desired Map File. The last saved map view for that Map File displays.
   OR
   Click the Map File to select it and then click **Open**. The last saved map view for that Map File displays.

## Editing a Map File

As you create new routes and draw objects or layers, they are added to the current Map File. You can also pan and zoom the map as needed, and then save all these Map File changes, if desired.

### To Add/Delete Files Contained in a Map File

Use the following steps to add or delete specific files contained in a particular Map File in Street Atlas USA 2003.

1. Open a Map File.
2. Click **File**, click **Current View**, and then click **Contents** to view the contents of the Map File.
    - To add a file, click **Add** and then click **DrawLayer** or **Route**. The file is added to the current Map File.
      **Note**: If a file is added to a Map File and then changed later, the file is updated in every Map File it has been added to.
    - To remove a file, select that file from the Current Map File tree and then click **Remove**.
      **Note**: This does not delete the file, however, it just removes it from the selected Map File.
3. Click **File** and then click **Save**.
   OR
   Click the save button . Map files have .saf extensions and are saved in the *C:\DeLorme Docs\Map Files* directory by default.

**Note**: Under the Current Map File tree, you can use the check box next to each file to display or hide it on the current map view.

## Renaming a Map File

Map Files are provided a default name in Street Atlas USA 2003 (Map File 1, Map File 2, and so forth). Although you can override this default name when adding a new Map File, you may find that you have accepted the default names.

When you have many different Map Files and are trying to locate a specific map view, you may find it more helpful to have specific Map File names, such as *Topeka at Mag 13* or *Route thru NYC.*

### To Rename a Map File

Use the following steps to rename a Map File.

1. Click the **Map Files** tab.
2. Click **File** and then click **Save As**. The Save File dialog box displays.
3. Select the Map File you want to rename. The Map File name displays in the File Name text box.
4. Edit the name in the File Name text box. When done, press the ENTER key on your keyboard or click **Save**.

## Transferring Files

A Map File is made up of several different files; for example route files, draw files, and so forth. A Map File and its contents can be packaged into a single file, called a transfer file, which facilitates e-mailing or copying. You can also import transfer files, allowing you to share your Map Files with other Street Atlas USA 2003 users (including the draw layer containing the roads you drew with the Routable Roads tool).

### To Create a Transfer File

Use the following steps to create a transfer file in Street Atlas USA 2003.

1. Open the Map File you want to create as a transfer file.
2. Click **File**, click **Transfer,** and then click **Create**. The Create Transfer File dialog box displays.
3. In the File Name text box, type the desired file name.
   **Note**: Transfer files have .dmt extensions and are saved in the *C:\DeLorme Docs\Map Files* directory by default. Change this now if you want to save your transfer file to another directory.
4. Click **Create**. Your file is created and saved in the specified location.

### To E-mail a Transfer File

Use the following steps to e-mail a transfer file.

1. Open the Map File you want to e-mail.
2. Click **File**, click **Transfer**, and then click **Email**. A transfer file is created and your e-mail program opens with the transfer file included as an attachment.
3. Send the mail according to the protocol of your e-mail software.

### To Import a Transfer File

Use the following steps to import a Map File transfer file.

1. Click the **Map Files** tab.
2. Click **File**, click **Transfer**, and then click **Import**. The Import Transfer File dialog box displays.
3. Select the desired file.
   **Note**: Supported Map File transfer file types have .dmt extensions.
4. Click **Import** to finish the import process. The imported Map File opens and displays the new map center.
   **Note**: A new Map File is created and its referenced files are stored in their respective *C:\DeLorme Docs* folders.

# Draw

## Draw Overview

Street Atlas USA 2003 lets you add draw objects, such as routable roads, waypoints, tracks, text, symbols, MapNotes, lines, line highlights, arcs, splines, circles, polygons, and rectangles to your map with the tools provided under the Draw tab. You can save draw objects in a single draw file or in multiple draw files. Draw files can be viewed individually or with other draw files.

## What is a Draw File?

Imagine a draw file as a sheet of glass laying on top of your map. You can add various objects to the draw file to help enhance or pinpoint specific areas on the map, but these objects do not become part of the map. They exist in a draw file which overlays the map.

You can create more than one draw file and overlay one on top of the other while still viewing the map beneath (see *Managing Multiple Draw Files* on page 62).

When a draw file is cleared or deleted, the objects in the draw file do not display or they are deleted along with the draw file. When draw files are created and saved, they are saved within the current Map File.

**Notes**:

- Draw files created in a particular Map File can be displayed only if that Map File is currently displaying. For example, if DrawLayer27 is created in a Map File named *Yarmouth Zoom 14* only, DrawLayer27 does not display if a Map File named *Old Port* is currently displaying.
- Draw files can be added to multiple Map Files.
- Routable roads, tracks, and waypoints are not tied to a Map File (they do not change even when a Map File is changed).
- For more information, see *Editing a Map File* on page 54.

## What Are Draw Objects?

Draw objects are those objects you add to a draw file with the tools provided in the Draw tab. Draw objects consist of linear or point objects. Draw objects can be copied, moved, deleted, added to other draw files, and added to another Map File.

For more information, see *Draw Objects Overview* on page 64.

## What are Line Objects?

Line objects are those objects consisting of line segments and points, such as:

- Routable Roads
- Tracks
- Lines
- Arcs
- Splines
- Highlights

For more information, see *Line Objects Overview* on page 71.

## What are Area Objects?

Area objects are those objects consisting of one or more closed line objects, such as:

- Polygons
- Rectangles
- Circles

For more information, see *Area Objects Overview* on page 85.

## What are Point Objects?

Point objects consist of one anchor point attached to either a waypoint, symbol, MapNote, or text label. The anchor point is the pixel position on the symbol which corresponds to the geographic coordinate of the point selected on the map when the symbol is placed.

For more information, see *Point Objects Overview* on page 91.

## Hidden Draw Tools

The Draw tab provides tools which allow you to add routable roads, waypoints, tracks, lines (straight lines, arcs, and splines), shapes (polygons, rectangles, and circles), highlights, MapNotes, text labels, and symbols to a draw file. Some of these tools exist as hidden tools available in pull-out menus.

### To View the Hidden Draw Tools

Four draw tool options provide pull-out menus with hidden tools. These draw tools each have a small arrow at the bottom-right of the draw tool button as shown in this sample .

Use the following steps to view the hidden draw tools.

1. Click the **Draw** tab to open the Draw dialog area.
2. Click and hold one of the current visible tools below to display and select one of the options.
   **Note**: Selecting a hidden tool from a pull-out menu changes the default option.

Routable Roads/Waypoints/Tracks Tool

Line/Arc/Spline Tool

Polygon/Rectangle/Circle Tool

Symbol/MapNote/Text Label Tool

## Exporting Draw Files to Text Files

Street Atlas USA 2003 allows you to export draw files as text files. Draw objects exported to text files contain coordinate information for each line, area, or point object. These text files can be opened in other DeLorme products.

**Note**: When draw objects are converted to text files, each object is represented by coordinate positions within the text file.

### To Export Draw Files to Text Files

Use the following steps to export an existing draw file to a text file.

1. Click the **Draw** tab to open the Draw dialog area.
2. Click **File** to open the draw file editing area. A check mark in the check box next to the file name in the file list indicates the file displaying on the map. The current, active file name displays in the Edit File drop-down list.
3. Select the draw file you wish to export from the file list.
4. Click **Export**. The Export Draw File dialog box displays.
5. Browse to a directory in which to save the file or use the default destination *C:\DeLorme Docs\Draw*.
6. Type a name for the file in the File name text box. The default name is DrawExport.txt.
7. From the Coords drop-down list, select the coordinate system you want to use for this file.
8. From the Datum drop-down list, select the datum you want to use for this file.
9. Click **Save** to save the exported draw file.
10. Click **Done** to return to the main Draw tab dialog area.

## Importing Files to Draw Files

Street Atlas USA 2003 allows you to import various types of files as draw files. The file items display as draw objects within the draw file.

| If you import this type of file... | Which results from this source... | The following is imported... |
|---|---|---|
| Text File (.txt) | Solus® Mark File | Point objects displaying with the current symbol selection. |
| | Lat/Lon Text File<br>Address Book File* | Point objects and annotation draw objects displaying with the current symbol and line style selections. |
| Draw Layer Files (.ano and .an1) | Street Atlas USA® 2.0 (.ano), Street Atlas USA Deluxe (.an1), and Topo USA® 2.0 (.ano) | Point objects and annotation draw objects displaying with the current symbol and line style selections. |
| MapDocs (.sa7, .sa8, .sa9, .mn5, .mn6, .mn7) | Street Atlas USA 7.0, 8.0, and 9.0.<br>AAA Map'n'Go® 5.0, 6.0, and 7.0 | Point objects and annotation draw objects displaying with the current symbol and line style selections. |
| GPS Log Files (*.gpl) | Any DeLorme product which supports GPS tracking. | Highlights displaying with the current highlight color. |

*** Note**: Address book text files must be:

- Comma or tab delimited.
- In the format: name, address, city, state, ZIP, phone.
- Less than 50 records long.

## To Import Files

Use the following steps to import a file.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.
3. Using the chart above, verify the symbol, line style, and/or highlight color selection. These selections determine how your imported objects display.
4. Click **File** to open the draw file editing area.
5. Click **Import**. The Import Draw File dialog box displays.
6. Browse to the source folder of the desired file. The default directory is *C:\DeLorme Docs\Draw*.
7. From the Files of type drop-down list, select the type of file you want to import or click **All Files (*.*)** to view all files available in the directory.
8. Select the desired file from the Import Draw File dialog box and then click **Open**. The draw objects of the imported file display. A new draw file is automatically created for the imported file.
9. Click **Done** to return to the Draw dialog area.

# Draw Files

## Draw Files Overview

Street Atlas USA 2003 lets you add draw objects, such as routable roads, waypoints, tracks, text, symbols, MapNotes, lines, line highlights, arcs, splines, circles, polygons, and rectangles to your map with the tools provided under the Draw tab.

You can save draw objects in a single draw file or in multiple draw files. Draw files can be viewed individually or with other files.

Below are additional draw file facts:

- A draw file is automatically generated the first time you add a draw object to the map.
- As draw files are created, they are added to the current Map File.
- Any draw file you create can be added to multiple Map Files (see *Editing a Map File* on page 54).
- You can control the creation of new draw files in the draw file editing area. See *Creating a New Draw File* on page 60.
- The draw file files are saved in *C:\DeLorme Docs\Draw* under the default name DrawLayer#.an1, with # indicating the number order in which the file was created. You can rename draw files to better identify your specific information.
- You can have multiple draw files displaying at once while working on your map. Work can be done on one draw file at a time, while viewing other files beneath it. You can select different draw files to be the active, editable file from within the Draw tab. For more information, see *Managing Multiple Draw Files* on page 62.

## Creating a New Draw File

Street Atlas USA 2003 creates four different types of draw files:

- **DrawLayer**—created when a line, arc, spline, highlight, circle, rectangle, polygon, symbol, MapNote, or text label is added to the map.
- **RoadLayer**—created when a routable road is added to the map.
- **WaypointLayer**—created when a waypoint is added to the map.
- **TrackLayer**—created when a track is added to the map.

A draw file is automatically created when you add a draw object to the map and there are no draw files (of that type) included in or contained in the current Map File.

You can control the creation of new draw files in the draw file editing area.

**Note**: Draw files are created in the currently selected Map File. For information on Map Files, see *Map Files Overview* on page 52.

### To Create a New Draw File

Use the following steps to create a new draw file.

1. Click the **Draw** tab to open the Draw dialog area.
2. Click **File** to open the draw file editing area. A selected check box next to the draw file's name in the file list indicates the file is displaying on the map.
   **Note**: The draw file editing area is categorized by draw file type (for example, all roadlayer files are grouped together in the list, all drawlayer files are grouped together, etc.).
3. Click **New** and then click **Draw**, **Road**, **Waypoint**, or **Track**. The new file is now the active draw file.
4. If you want to rename the draw file, click the desired draw file in the draw file editing area and then click it again. A box displays around the file name. Delete the existing name and type the desired name.
5. Click **Save**.
6. Click **Done** to return to the main Draw dialog area.

**Note**: New draw files can be saved at any time. For more information, see *Saving a Draw File* on page 61.

## Saving a Draw File

After you have finished adding draw objects to a draw file, you can save them in a draw file that can be viewed or edited later. Any time you edit a draw file, click **Save** to save your changes.

**Note**: Draw files are saved to the current Map File. For information on Map Files, see *Map Files Overview* on page 52.

### To Save a New Draw File

Use the following steps to save a draw file.

1. Click the **Draw** tab to open the Draw dialog area.
2. Add objects to the map as desired.
   **Note**: For more information, see topics in the Draw Objects, Line Objects, Area Objects, and Point Objects sections of this document.
3. Click **File**.
4. Click **Save**. Draw files are saved in the *C:\DeLorme Docs\Draw* directory by default with .an1 extensions.
5. Click **Done** to return to the main Draw dialog area.

**Note**: If you have any unsaved file(s) when you exit Street Atlas USA 2003, an Exit dialog box displays asking if, and what, you want to save. For more information, see *Exiting Street Atlas USA 2003* on page 6.

## Deleting a Draw File

You can delete a draw file you have just created or one you have saved previously.

### To Delete a Draw File

Use the following steps to delete a draw file from the current Map File.

1. Open the existing Map File which contains the draw file you want to delete.
2. Click the **Draw** tab to open the Draw dialog area.
3. Click **File** to open the draw file editing area. A check mark in the check box next to the file name in the file list indicates the file is displaying on the map.
   **Note**: The draw file editing area is categorized by draw file type (for example, all roadlayer files are grouped together in the list, all drawlayer files are grouped together, etc.).
4. Select a draw file from the file list and then click **Delete** to delete the selected file. A Draw message box displays asking if you wish to delete the selected file.
5. Click **Yes** to delete the file from the current Map File.
   OR
   Click **No** to retain the file.
6. Click **Done** to return to the Draw dialog area.

## Managing Multiple Draw Files

You can have more than one draw file displaying at a time in a Map File in Street Atlas USA 2003. You can edit the current active (editable) draw file or hide certain files from view on the map. You can also "share" draw files between Map Files. For more information, see *Editing a Map File* on page 54.

### To Manage Multiple Draw Files

Use the following steps to manage multiple draw files for the current Map File.

1. Click the **Draw** tab.
2. Click **File** to open the draw file editing area. A check mark in the check box next to the file name in the file list indicates the file is displaying on the map.
3. Once in the draw file editing area, you can manage the draw files shown in the file list.
   - To edit a draw file, it must be selected in the draw file editing list.
   - To view/hide draw files, select/clear the check box next to the draw file name. For more information, see *Hiding Draw Files* on page 63.
   - To delete draw files you do not want, select the file in the file list and then click **Delete**. For more information, see *Deleting a Draw File* on page 62.
4. To exit the draw file editing area, click **Done**. The Draw dialog area displays.

## Hiding Draw Files

You can hide any draw files you have created. This removes from view all the draw objects in that file without permanently deleting them.

### To Hide a Draw File

Use the following steps to hide a draw file.

1. Open the existing Map File containing the draw file you want to hide.
2. Click the **Draw** tab to open the Draw dialog area.
3. Click **File** to open the draw file editing area.
   **Note**: The draw file editing area is categorized by draw file type (for example, all roadlayer files are grouped together in the list, all drawlayer files are grouped together, etc.).
4. Hide any files in the file list by clearing the check box next to the file name.
   - A draw file with a selected check box displays on the map.
   - A draw file with a cleared check box does not display on the map.
5. Click **Done** to return to the Draw dialog area.

# Draw Objects

## Draw Objects Overview

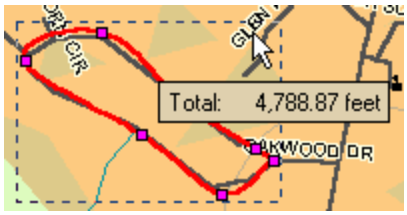
Draw objects added to a draw file contain points which give the object its shape or allow you to snap one object to another object. Points display and act in different ways within the various draw objects.

### Points in Routable Roads, Tracks, Lines, Splines, Polygons, and Highlights

Draw objects such as routable roads, tracks, lines, splines, polygons, and highlights consist of shape points and end points.

Shape points are the points you place on the map when creating the object. They give the object it's shape. When you select a draw object on the map, shape points display along the active object as small magenta squares.

The line object below was drawn with the spline tool.

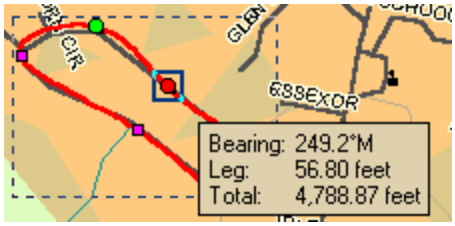



End points are the first and last points of individual line segments on a draw object. When you select a shape point of a line segment within an active line, spline, polygon, or highlight:

A small green circle indicates the start end point of the selected line segment.

A small red circle indicates the last end point of the selected line segment.

The same spline with end points indicating a selected spline segment.




**Notes**:

- When the start or last end point of the line segment within a line draw object is clicked and the Show Measurement check box is available (when using the Polygon or Line tool) and selected, a text box displays the bearing or angle of that point of the line, the length of the line segment (leg), and the total length of the entire line object on the map.
- When the start or end point of the line segment within a polygon draw object is clicked, a text box displays the bearing or angle of that point of the line, the length of the line segment (leg), and the total area of the polygon on the map.

### Points in Rectangles, Circles, and Arcs

Draw objects such as rectangles, circles, and arcs also contain points, but they are treated differently.

- **Rectangles—**shape points at the four corners, but the lines between the shape points contain no editable end points. When you click one of these shape points, a text box displays the width, height, and area of the rectangle on the map.
- **Circles—**no shape points, but have a central point which does not display until you snap it (see Note below) to another object. Clicking the circle displays a central crosshair within the circle and a text box containing information on the area and radius of the circle on the map.
- **Arcs—**three shape points. When you click any of the points, a text box displays the angle or bearing of the selected point, the radius of the arc, and the total length of the arc line on the map. Only the first and second points you placed on the map when creating the arc are treated as start and end points (i.e., show red or green when clicked). The central magenta shape point, or third point you placed, determines the shape of the arc.

**Note**: For information on snapping a draw object to another draw object, see *Snapping Draw Objects* on page 68.

### Points in Point Draw Objects

Point Objects, such as waypoints, symbols, and text, do not have shape or end points. Text label objects contain a point at the bottom center of the text label box and are only visible during a snap.

### Points in MapNotes

MapNotes do not have shape or end points. They contain a point at the end of the text box anchor point. Clicking the MapNote displays a central crosshair at the anchor point.

## Copying and Placing Draw Objects

You can copy any draw object you place on the map.

### To Copy Draw Objects

Use the following steps to copy draw objects.

1. Open the existing Map File which contains the draw object you want to copy.
2. Click the **Draw** tab to open the Draw dialog area.
3. Click the Select tool and then click the desired draw object on the map. A dotted-line box displays around the active object.
4. To copy, press the CTRL+C keys on your keyboard.
5. To paste, press CTRL+V on your keyboard. The newly copied object is placed directly **on top of** the original (copied) object.
6. To move the copied object, use the table below.

| **If the draw object is a...** | **Then...** |
|---|---|
| Line, Arc, Spline, Polygon, Rectangle, Circle, MapNote, or Highlight Line | Press and hold the SHIFT key on your keyboard and drag the object to the desired location. |
| Symbol or Text | Drag the object to the desired location. |

**Tips**:

- To undo the move of the pasted draw object, click **Undo** to undo the last action. If you decide not to undo the last action, click **Redo**.
- If you undo the first move of the pasted object, the object is placed back on top of the original (copied) object.

## Copying a Map Line to the Draw File

You can copy a line directly from the map to a draw file using right-click functionality. Map lines which can be copied to draw objects include segments of all types of roads and highways, railroads, powerlines, pipelines, rivers or streams, and grid lines.

### To Copy a Map Line

Use the following steps to copy a map line to the draw file.

1. Pan the map and zoom to the desired zoom level.
   OR
   Open the Map File which has the desired map view.
2. Click the **Draw** tab to open the Draw dialog area.
3. Right-click the object on the map you want to bring into the draw file and then click **Copy to Draw Object**. The object is copied into the draw file using the current line style selections.

**Note**: For more information, see *Right-Click Mouse Options* on page 25.

## Moving Draw Objects

You can move any draw object you place on the map under Draw from one location to another.

### To Move Draw Objects

Use the following steps to move draw objects.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.
3. Create a new draw file or edit an existing draw file.
4. Click the Select tool and click the draw object you want to move. A dotted-line box displays around the line indicating it is active.

   Draw objects are moved in different ways:

| If the object is a(n)... | Then... |
|---|---|
| Routable Road, Track, Line, Arc, Spline, Polygon, Rectangle, Circle, or Highlight Line | Press and hold the SHIFT key on the keyboard and drag the object to the desired location.<br>OR<br>Press the arrow keys on your keyboard to move the object up, down, right, or left. |
| Symbol, or Text | Press the arrow keys on your keyboard to move the object up, down, right, or left.<br>OR<br>Drag it to the desired location. |

| If the object is a(n)... | Then... |
|---|---|
| MapNote | To move the entire MapNote, press and hold the SHIFT key on the keyboard and drag the object to the desired location or position your cursor between the MapNote text and the anchor and drag the entire MapNote to the desired location.<br>OR<br>To move the MapNote's anchor, drag the MapNote's anchor to the desired location.<br>OR<br>To move the MapNote's text, drag the MapNote's text to the desired location. |

**Tip**: To undo a draw object move, click **Undo** to undo the last action. If you decide not to undo the last action, click **Redo**.

**Notes**: You can also move draw objects or their points by typing a new latitude and longitude or distance and bearing/angle number within the corresponding text boxes.

Type new coordinates and click **Apply** to move circles, symbols, text, and MapNotes. The whole object moves to the entered location. If you change the distance and bearing numbers, the object moves in relationship to the object's last location.

Type new coordinates and click **Apply** to move individual end points (small red circles) in line segments in routable roads, lines, splines, polygons, rectangles, and arcs. If you change the distance and bearing numbers of the individual points (not recommended for rectangles), the end point's distance and bearing/angle change in relationship to the start point of the segment.

## Deleting Draw Objects

Once you have placed a draw object on a draw file, you can delete the object. You can also delete multiple or all draw objects in the active draw file.

### To Delete One Draw Object

Use the following steps to delete a draw object.

1. Open the existing Map File which contains the draw object you want to delete.
2. Click the **Draw** tab to open the Draw dialog area.
3. Edit an existing draw file.
4. Click the Select tool and then click the desired draw object on the map to select it. A dotted-line box displays around the selected object.
5. Click **Delete** in the Draw dialog area.
   OR
   Press the DELETE key on your keyboard.
   OR
   Right-click on the object and then click **Delete Draw Object**.
   **Tip**: To bring back the last draw object you deleted, click **Undo** to undo the last action.

### To Delete Multiple Draw Objects

Use the following steps to delete several draw objects.

1. Click the **Draw** tab to open the Draw dialog area.
2. Edit an existing draw file.
3. To select multiple draw objects, click the Select tool , click the first draw object on the map to select it, and then press and hold the SHIFT key on your keyboard while clicking any additional draw object(s) you want to delete. A dotted-line box displays around each selected object.
4. Click the **Delete** button in the Draw dialog area.
   OR
   Press the DELETE key on your keyboard.
   A message box displays asking if you want to delete the draw objects from the current file.
   - If you click **Yes**, all selected draw objects in the file are deleted.
     **Note**: You cannot undo this action.
   - If you click **No**, no objects are cleared from the file.

### To Delete All Draw Objects

To delete all draw objects from an unsaved draw file, click **Clear All** in the Draw dialog area. A message box displays asking if you want to clear all draw objects from the current file.

- If you click **Yes**, all draw objects in the file are cleared.
  **Note**: You cannot undo this action.
- If you click **No**, no objects are cleared from the file.

**Note:** If the draw file is saved and you clear all draw objects by clicking **Yes** (above), but you then regret clearing all draw objects in a file:

- Do not click **Save** on the File dialog area while in the program.
- Also, when you exit Street Atlas USA 2003, click **No** when you are prompted to save the changes made to that particular draw file.

## Snapping Draw Objects

You can snap any draw object to the exact coordinates of a point in another draw object. You can also snap the central shape point of an arc to another object.

**Note**: To turn the snapping feature off, press the CTRL key on the keyboard while dragging the draw object.

### To Snap a Draw Object to the Coordinates of Another Object

Use the following steps to snap a draw object to the coordinates of another draw object.

1. Click the **Draw** tab to open the Draw dialog area.
2. Edit an existing draw file.
3. Click the Select tool and then click the desired draw object on the map. A dotted-line box displays around the active object. Shape points display as small, magenta squares.

4. Select an end point from any of the line segments within the draw object. It displays as a red or green circle. For more information, see *Draw Objects Overview* on page 64.
5. Drag the point to:
    - Any other shape point within a line, spline, polygon, arc, rectangle, or highlight.
    - The center point of a circle.
    - The anchor of a symbol.
    - The base point of a text label.
    - The text box anchor point of a MapNote.
    - When you drag your shape point over a point on the desired draw object, a yellow diamond defines the snap point . Release the point you dragged when the snap point displays. The active draw object is then snapped to the other object's point coordinate.

**Tip**: To undo a draw object snap, click **Undo** to undo the last action. If you decide not to undo the last action, click **Redo**.

**Note**: Do not snap one end point of an arc to the other end point in the same arc.

### To Snap the Central Shape Point of an Arc to Another Object

Use the following steps to snap the central shape point of the arc to another object.

1. Click the **Draw** tab to open the Draw dialog area.
2. Click the Select tool and then click the desired arc on the map. A dotted-line box displays around the active object. Shape points display as small, magenta squares.
3. While pressing the SHIFT key on the keyboard, drag the center point of the arc line over a point on the desired draw object until the snap point (the yellow diamond) displays.
4. Release the arc. It is snapped to the other object's point coordinate.

## Adding Points to Draw Objects

You can add points to routable road, line, spline, polygon, and highlight draw objects in Street Atlas USA 2003 to change the shape of the object.

### To Add Points to Draw Objects

Use the following steps to add points to add points to routable roads, lines, splines, polygons, and highlights.

1. Open an existing Map File or create a new one.
2. Create a new draw file or edit an existing draw file.
3. In the Draw tab, click the Select tool , and then click the draw object you want to edit. A dotted-line box displays around the line indicating it is active. The shape points of the linear objects display as small, magenta squares.
4. Click the line between two shape points in the object and drag. A new point is created as well as a new line segment within the object. The new segment displays with it's first and last end points, as well as a text box indicating the new point's bearing or angle, length of the new segment (leg),

and total object's length on the map. See *Draw Objects Overview* on page 64 for more information.
**Tip**: To undo the addition of the point to the linear draw object, click **Undo** to undo the last action. If you decide not to undo the last action, click **Redo**.

## Deleting Points and Line Segments from Draw Objects

You can delete points from routable road, track, line, spline, polygon, and highlight draw objects in Street Atlas USA 2003 to change the shape of the object.

### To Delete Points and Line Segments from Draw Objects

Use the following steps to delete points and line segments from line objects and highlights.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.
3. Create a new draw file or edit an existing draw file.
4. Click the Select tool and click the draw object you want to edit. A dotted-line box displays around the line indicating it is active. The shape points of the linear objects display as small, magenta squares.
5. Select the desired shape point. The point displays as either a green or red end point depending upon the line segment it is associated with. For more information, see *Draw Objects Overview* on page 64.
6. Click **Delete** in the Draw display area.
   OR
   Press the DELETE key on your keyboard. The point is deleted, as well as the line segment within the draw object which was associated with that point.
   **Tip**: To undo the addition of the point to the linear draw object, click **Undo** to undo the last action. If you decide not to undo the last action, click **Redo**.

# Line Objects

## Line Objects Overview

Street Atlas USA 2003 lets you add linear draw objects to a draw file in your current Map File. Linear objects are those objects consisting of line segments and points. Most of the linear draw object tools are hidden draw tools. Hidden draw tools are those which have a small arrow at the bottom-right of the draw tool symbol as shown in this sample .

Once you have created a linear draw object it can be edited (including reshaping or changing line color or weight), copied, moved, or deleted at any time. The following table lists the linear objects you can add and the suggested uses of each.

| Linear Object | Tool Used | Suggested Use |
|---|---|---|
| Routable Roads | | Add routable road lines point-by-point to a road layer, then incorporate these roads into a route network when you create a route in the Route tab. |
| Tracks | | Use the Track tool to add tracks to the map.<br>**Note**: Tracks can be downloaded from a GPS receiver. |
| Lines | | Use lines to mark boundaries or to add railroads or utility lines. Lines can be drawn with varied line styles, weights, and colors including lines which reflect actual map line types. |
| Arcs | | Use arcs to add curved line features to a draw file. Arcs can be drawn with varied line styles, weights, and colors, including lines which reflect actual map line types. |
| Splines | | Use splines to add trails or any other map feature which contains curves. Splines can be drawn with varied line colors, weights, and styles including lines which reflect actual map line types. |
| Highlights | | Use the highlight feature to highlight map features such as roads, railroads, utility lines, water features, or boundary lines. Choose to display highlights in one of four transparent colors. |

## Routable Roads: Drawing, Editing, and Placing

The Routable Roads tool of Street Atlas USA 2003 lets you add a new road to a road layer in the currently selected Map File. Any new roads you add can then be incorporated into a route when you create a route.

**Notes**:

- You must be at Zoom Level 10-0 or greater when adding roads with the Routable Roads tool.
- Four draw tool options provide pull-out menus with hidden tools. See *Hidden Draw Tools* on page 57 for more information.

### To Draw Routable Roads

Use the following steps to add routable roads to a road layer.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.
3. Create a new road layer or edit an existing road layer.

4. Click and hold the Routable Roads/Waypoints/Tracks tool to view its hidden options. Select the Routable Roads tool . The mouse pointer displays the line symbol.
5. Type the name of the road you want to add in the Street Name text box.
   **Note**: Name each routable road you add so you can locate it using the find feature.
6. Hover the mouse pointer over existing roads to display the yellow diamond symbol . The yellow diamond symbol indicates where on an existing road the point for your new road will connect (connection point).
   **Notes**:
   - It is necessary for the new road to be connected to an existing non-limited access road for routing on the new road to occur.
   - Each time you intersect an existing road, hover the mouse over the road to display the yellow diamond symbol and click to create a connection point before continuing to draw. Do not draw the line over the road without creating a connection point or routing along the intersection can not occur.
7. Once you have located the connection point for your new road, click the map to place the first point. Click point-to-point or drag to add the new road to the road layer. The road displays as a local road feature (gray line at Zoom Levels 10-0 through 13-0 or a white and gray line at Zoom Levels 14-0 through 16-0). The following information is available as you add each point in your road if the Show Measurement option is selected.
   - The coordinates of each point display in the corresponding text boxes.
   - The distance and bearing/angle of each new point from its previous point display in the corresponding text boxes.
8. To finish the line draw for the new road, enter the last point on the map screen and click **Done**. The new road displays on the map with the name you typed in the Street Name text box.
   **Note**: You may also finish the line draw by pressing the ENTER key on your keyboard or double-clicking while entering the last point of the line.

**Note**: If you did not type a name in the Street Name text box before drawing your road, you can label the road at any time. For information on adding or editing the text on a routable road, see To Edit a Routable Road Line below.

## To Edit a Routable Road Line

Once you have added a routable road to a road layer, you can edit the shape of the road or the text label on the road. Use the following steps to edit the shape of a routable road.

1. Open the Map File containing the road layer with the routable road you want to edit.
2. Click the **Draw** tab to open the Draw dialog area.
3. If the routable road you want to edit is not in the active draw file, click **File** and select the desired draw file from the draw file dialog area. Then, click **Done**. The Draw dialog area displays.
4. Click the Select tool and then click the routable road line you want to edit.
   - A box displays around the selected line.
   - The shape points used to create the line display as small, magenta squares.
5. Perform any of the following edits to the routable road:

- Edit any label on the routable road line by selecting the line twice, then typing the label in the text box which displays next to the line.
  OR
  Select the routable road line and edit the label in the Street Name text box in the Draw tab dialog area.
- Reshape the line by dragging any of the points in the line to a new location. When you select a shape point of a line segment within an active line:
  - A small green circle indicates the start end point of the selected line segment.
  - A small red circle indicates the last end point of the selected line segment.
- Select the **Coordinates** or the **Distance and Bearing/Angle** option and edit their numbers. Click **Apply** to initiate the changes.
  **Notes**:
  - You can display either bearing or distance by clicking the drop-down arrow next to the Bearing or Angle text located below the distance text in the **Distance and Bearing/Angle** option.
  - You can also delete points and line segments from or add points to a line. For more information on points, deleting points and line segments, and adding points, see the following topics:
    - *Draw Object Overview* on page 64
    - *Deleting Points and Line Segments from Draw Objects* on page 70
    - *Adding Points to Draw Objects* on page 69

6. Click **Done** to finish your edit.
   OR
   Press the ENTER key on your keyboard.
   OR
   Click outside the object's active box on the map.

## To Place a Routable Road at a Specific Location

You can also place a routable road line at a specific latitude and longitude location. Use the following steps to place your routable road.

1. Click the **Draw** tab to open the Draw dialog area.
2. Create a new draw file or edit an existing draw file.
3. Click and hold the Routable Roads/Waypoints/Tracks tool to view its hidden options. Select the Routable Roads tool .
4. Select the **Coordinates** option, or use the **Distance and Bearing/Angle** option in conjunction with the Latitude/Longitude option, and enter the appropriate coordinates or numbers into the corresponding text boxes to the right of the text style options box.
5. Click **Apply** and repeat the procedure for the second point. The routable road line displays on the map at those coordinates, distance, and bearing or angle.
   OR
   After placing the first point coordinate, move your pointer to the map screen and place the other points by hand by clicking on the screen.

6. You can then place additional points, lines, or other draw objects on the map in reference to the first line by entering a specific distance and bearing into the corresponding text boxes and clicking **Apply**.

**Notes**:

- While in Draw mode, you can use the Compass Rose or the white hands along the map edges to scroll the map.
- To delete all routable roads from a draw file, click the Routable Roads tool and then click **Clear All**.

## Editing a Track

Once you have downloaded a track from a GPS receiver, you can edit the track on the map using the track tool .

### To Edit a Track

Use the following steps to edit a track.

1. Open the Map File containing the draw file with the track you want to edit.
2. Click the **Draw** tab to open the Draw dialog area.
3. If the track you want to edit is not in the active draw file, click **File** and select the desired draw file from the draw file dialog area. Then, click **Done**. The Draw dialog area displays.
4. Click the Select tool and then click the track you want to edit.
    - A box displays around the selected track.
    - The shape points used to create the line display as small, magenta squares.
5. Change any of the track style, color, or weight options of the existing track.
   OR
   Change the track to a map line feature by clicking **Map** and then selecting the desired map track option.
    - Edit any label on a track by clicking the Select tool, selecting the line twice, then typing the label in the text box which displays next to the track.
    - Reshape the track by dragging any of the points in the line to a new location. When you select a shape point of a line segment within an active line:
        - A small green circle indicates the start end point of the selected track segment.
        - A small red circle indicates the last end point of the selected track segment.
    - Select the **Coordinate** or the **Distance and Bearing/Angle** option and edit their numbers. Click **Apply** to initiate the changes.
      **Notes**:
        - You can display either bearing or distance by clicking the drop-down arrow next to the Bearing or Angle text located below the distance text in the **Distance and Bearing/Angle** option.

- You can also delete points and line segments from or add points to a track. For more information on points, deleting points and line segments, and adding points, see the following topics:
  - *Draw Object Overview* on page 64
  - *Deleting Points and Line Segments from Draw Objects* on page 70
  - *Adding Points to Draw Objects* on page 69

6. Click **Done** to finish your edit.
   OR
   Press the ENTER key on your keyboard.
   OR
   Click outside the object's active box on the map.

## Lines: Drawing, Editing, and Placing

Street Atlas USA 2003 lets you add custom lines to a draw file. You can adjust the line style, color, weight, and/or display it with map line features.

### To Draw a Line

Draw a line point by point with each click of the mouse or drag to create a free-hand line on the map.

Use the following steps to draw a line.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.
3. Create a new draw file or edit an existing draw file.
4. Click and hold the Line/Arc/Spline tool to view its hidden options. Select the Line tool .
5. Click the corresponding buttons to create the desired line appearance.
   **Note**: Use the Map option to draw additional streets, roads, etc. on the map. Draw in streets or roads that have been recently constructed or are proposed for construction. Your additions are included when you print a map.
6. Select **Show Measurement** to display information about the points on the map as you draw the line. As you add each point, a text box displays next to your pointer indicating the bearing or angle, leg (line segment) length, and total length of the whole line on the map.
   **Note**: Labels display when end points are clicked if the Show Measurement check box is selected.
7. Click the map to designate the start and end points of each line segment.
   OR
   Drag your cursor on the map. The line displays as a squiggly line.
   - The latitude and longitude of each point display in the corresponding text boxes to the right of the line options.
   - The distance and bearing/angle of each new point from its previous point display in the corresponding text boxes.
8. To finish the line, click the last point on the map screen and then click **Done**.
   OR
   Click the last point on the map screen and press the ENTER key on your keyboard.

OR
Double-click the last point of the line.

9. To label your line, select the line twice, then type the label in the text box which displays next to the line.

## To Edit a Line

Use the following steps to edit a line.

1. Open the Map File containing the draw file with the line you want to edit.
2. Click the **Draw** tab to open the Draw dialog area.
3. If the line you want to edit is not in the active draw file, click **File** and select the desired draw file from the draw file dialog area. Then, click **Done**. The Draw dialog area displays.
4. Click the Select tool and then click the line you want to edit.
    - A dotted-line box displays around the selected line.
    - The shape points used to create the line display as small, magenta squares.
5. Change any of the line style, color, or weight options of the existing line.
   OR
   Change the line to a map line feature by clicking **Map** and then selecting the desired map line option.
    - Edit any label on a line by selecting the line twice, then typing the label in the text box which displays next to the line.
    - Reshape the line by dragging any of the points in the line to a new location. When you select a shape point of a line segment within an active line:
        - A small green circle indicates the start end point of the selected line segment.
        - A small red circle indicates the last end point of the selected line segment.
    - Select the **Latitude/Longitude** or the **Distance and Bearing/Angle** option and edit their numbers. Click **Apply** to initiate the changes.
      **Notes**:
        - You can display either bearing or distance by clicking the drop-down arrow next to the Bearing or Angle text located below the distance text in the **Distance and Bearing/Angle** option.
        - You can also delete points and line segments from or add points to a line. For more information on points, deleting points and line segments, and adding points, see the following topics:
            - *Draw Object Overview* on page 64
            - *Deleting Points and Line Segments from Draw Objects* on page 70
            - *Adding Points to Draw Objects* on page 69
6. Click **Done** to finish your edit.
   OR
   Press the ENTER key on your keyboard.

OR
Click outside the object's active box on the map.

### To Place a Line at a Specific Location

Use the following steps to place a line.

1. Click the **Draw** tab to open the Draw dialog area.
2. Create a new draw file or edit an existing draw file.
3. Click and hold the Line/Arc/Spline tool to view its hidden options. Select the Line tool .
4. Determine the line, style, weight and color for your line.
5. Select the **Latitude/Longitude** option or use the **Distance and Bearing/Angle** option in conjunction with the Latitude/Longitude option, and enter the appropriate coordinates or numbers into the corresponding text boxes to the right of the text style options box.
6. Click **Apply** and repeat the procedure for the second point. The line displays on the map at those coordinates, distance, and bearing or angle.
   OR
   After placing the first point coordinate, move your pointer to the map screen and place the other points by hand by clicking on the screen.
7. You can then place additional points, lines, or other draw objects on the map in reference to the first line by entering a specific distance and bearing into the corresponding text boxes and clicking **Apply**.

**Notes**:

- While in Draw mode, you can use the Compass Rose or the white hand along the map edges to scroll the map.
- To delete all features from a draw file, click **Clear All**.

## Arcs: Drawing, Editing, and Placing

Street Atlas USA 2003 lets you add arcs to a draw file. You can adjust the line style, color, weight, and or display it with map line features.

### To Draw an Arc

An arc is created by entering only three points on the map. The first and second points determine the distance of the first arc base from the last arc base. The third point, placed between the first two, determines the radius of the arc and fixes the arc in place.

Use the following steps to draw an arc.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.
3. Create a new draw file or edit an existing draw file.
4. Click and hold the Line/Arc/Spline tool to view its hidden options. Select the Arc tool .
5. Click the corresponding buttons to create the desired line appearance.
   **Note**: Use the Map option to draw additional streets, roads, etc. on the map. Draw in streets or

roads that have been recently constructed or are proposed for construction. Your additions are included when you print a map.

6. Select the **Show Measurement** check box to display information about the points on the map as you draw the arc.
    - As you add the first and second points, a text box displays next to your pointer indicating the bearing or angle and total distance of the line between the two points on the map.
    - As you add the third point, a text box displays next to your pointer indicating the bearing or angle, radius of the arc, and total length of the entire arc line on the map.
7. Click the map to designate the start and end points of the arc.
   **Note**: The coordinates of each point display in the corresponding text boxes to the right of the line options.
8. To finish the arc line draw, click the last point on the map screen and click **Done**.
   OR
   Click the last point on the map screen and press the ENTER key on your keyboard.
   OR
   Double-click the last point of the arc line.

## To Edit an Arc

Use the following steps to edit an arc.

1. Open the Map File containing the draw file with the arc you want to edit.
2. Click the **Draw** tab to open the Draw dialog area.
3. If the arc you want to edit is not in the active draw file, click **File** and select the desired draw file from the draw file dialog area. Then, click **Done**. The Draw dialog area displays.
4. Click the Select tool and then click the arc line on the map. A dotted-line box displays around the active line. The shape points used to create the line display as small, magenta squares, and the central radius lines appear as thin, black dashed lines meeting at a central crosshair.
5. Change any of the line style, color, or weight options of the existing line.
   OR
   Change the line to a map line feature with the Map option.
    - Change the radius, bearing or angle, and length of the arc on the map by dragging one of the end points.
        - A small green circle indicates the start end point of the arc line.
        - A small red circle indicates the last end point of the arc line.
    - Change the radius and length of the arc on the map by dragging the central magenta shape point at the top of the arc.
      **Notes**:
        - If you want to decrease the radius and length of the arc by moving one of the base endpoints toward the other, you must first slide the central shape point toward the base endpoint which is not being moved. Then move the desired endpoint towards the stable endpoint.
        - For more information on points, see *Draw Object Overview* on page 64.

- Select the **Latitude/Longitude** or the **Distance and Bearing/Angle** option and edit their numbers. Click **Apply** to initiate the changes.
  **Note**: The Distance and Bearing/Angle text options are available for the two base points of the arc only. When the central shape point of the arc is selected, the text options change from Distance and Bearing/Angle to Radius and Direction. These settings can also be edited.

6. Click **Done** to finish your edit.
   OR
   Press the ENTER key on your keyboard.
   OR
   Click outside the object's active box on the map.

### To Place an Arc at a Specific Location

Use the following steps to place an arc.

1. Click the **Draw** tab to open the Draw dialog area.
2. Create a new draw file or edit an existing draw file.
3. Click and hold the Line/Arc/Spline tool to view its hidden options. Select the Arc tool .
4. Determine the line, style, weight, and color for your line.
5. Select the **Latitude/Longitude** option or use the **Distance and Bearing/Angle** option in conjunction with the Latitude/Longitude option and enter the appropriate coordinates or numbers into the corresponding text boxes to the right of the text style options box.
   **Note**: Enter new numbers into Distance and Bearing/Angle text boxes for the two base points of the arc only. When the central shape point of the arc is selected, the text options change from Distance and Bearing/Angle to Radius and Direction. Enter the appropriate radius number and direction to change the radius for this point.
6. Click **Apply** and repeat the procedure for the second point. The arc displays on the map at those coordinates, distance, and bearing or angle.
7. You can then place additional points, arcs, or other draw objects on the map in reference to the first arc by entering a specific distance and bearing into the corresponding text boxes and clicking **Apply**.

**Notes**:

- While in Draw mode, you can use the Compass Rose or the white hand along the map edges to scroll the map.
- To delete all features from a draw file, click **Clear All**.

## Splines: Drawing, Editing, and Placing

Street Atlas USA 2003 lets you add custom curved lines to a draw file to represent more curved map features or boundaries. You can adjust the line style, color, weight, and or display it with map line features.

### To Draw a Spline

As you draw a spline, points are entered in much the same way as those entered when creating a line or highlight. The difference between a line or highlight and a spline is that when you enter each point, the line segment between the points curves, instead of staying straight.

Use the following steps to draw a spline.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.
3. Create a new draw file or edit an existing draw file.
4. Click and hold the Line/Arc/Spline tool to view its hidden options. Select the Spline tool .
5. Click the corresponding buttons to create the desired spline appearance.
   **Note**: Use the Map option to draw additional streets, roads, etc. on the map. Draw in streets or roads that have been recently constructed or are proposed for construction. Your additions are included when you print a map.
6. Select the **Show Measurement** check box to display information about the points on the map as you draw the spline. As you add each point, a text box displays next to your pointer indicating the bearing or angle, leg (line segment) length, and total length of the whole spline on the map.
7. Click the map to enter the start and end points of each line segment.
   - The latitude and longitude of each point display in the corresponding text boxes to the right of the line options.
   - The distance and bearing/angle of each new point from its previous point display in the corresponding text boxes.
8. To finish the spline draw, click the last point on the map screen and click **Done**.
   OR
   Click the last point on the map screen and press the ENTER key on your keyboard.
   OR
   Double-click the last point of the spline.

## To Edit a Spline

Use the following steps to edit a spline.

1. Open the Map File containing the draw file with the spline you want to edit.
2. Click the **Draw** tab to open the Draw dialog area.
3. If the spline you want to edit is not in the active draw file, click **File** and select the desired draw file from the draw file dialog area. Then, click **Done**. The Draw dialog area displays.
4. Click the Select tool and then click the spline on the map. A dotted-line box displays around the active spline and the shape points used to create the spline display as small, magenta squares.
5. Change any of the line style, color, or weight options of the existing spline
   OR
   Change the spline to a map line feature with the Map option.
   - Reshape the spline by dragging any of the points in the spline to a new location. Moving or deleting points on a spline reshapes the curve of the feature. When you select a shape point of a line segment within an active spline:
     - A small green circle indicates the start end point of the selected line segment.
     - A small red circle indicates the last end point of the selected line segment.

- Select the **Latitude/Longitude** or the **Distance and Bearing/Angle** option and edit their numbers. Click **Apply** to initiate the changes.
  **Notes**:
  - You can display either bearing or distance by clicking the drop-down arrow next to the Bearing or Angle text located below the distance text in the **Distance and Bearing/Angle** option.
  - You can also delete points and line segments from or add points to a spline. For more information on points, deleting points and line segments, and adding points, see the following topics:
    - *Draw Object Overview* on page 64
    - *Deleting Points and Line Segments from Draw Objects* on page 70
    - *Adding Points to Draw Objects* on page 69

6. Click **Done** to finish your edit.
   OR
   Press the ENTER key on your keyboard.
   OR
   Click outside the object's active box on the map.

## To Place a Spline at a Specific Location

Use the following steps to place a spline.

1. Click the **Draw** tab to open the Draw dialog area.
2. Create a new draw file or edit an existing draw file.
3. Click and hold the Line/Arc/Spline tool to view its hidden options. Select the Spline tool .
4. Determine the line, style, weight, and color for your spline.
5. Select the **Latitude/Longitude** option or use the **Distance and Bearing/Angle** option in conjunction with the Latitude/Longitude option, and enter the appropriate coordinates or numbers into the corresponding text boxes to the right of the text style options box.
6. Click **Apply** and repeat the procedure for the second point. The spline displays on the map at those coordinates, distance, and bearing or angle.
   OR
   After placing the first point coordinate, move your pointer to the map screen and place the other points by hand by clicking on the screen.
7. You can then place additional points, splines, or other draw objects on the map in reference to the first spline by entering a specific distance and bearing into the corresponding text boxes and clicking **Apply**.

**Notes**:

- While in Draw mode, you can use the Compass Rose or the white hand along the map edges to scroll the map.
- To delete all features from a draw file, click **Clear All**.

# Highlights: Drawing, Editing, and Placing

Street Atlas USA 2003 lets you add highlights to a draw file. You can adjust the highlight color to one of four options.

## To Draw a Highlight

Draw a highlight point by point with each click of the mouse or drag to create a free-hand line on the map.

Use the following steps to draw a highlight.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.
3. Create a new draw file or edit an existing draw file.
4. Click the Highlight tool and select one of the four color options.
5. Select the **Show Measurement** check box to display information about the points on the map as you draw the highlight. As you add each point, a text box displays next to your pointer indicating the bearing or angle, leg (line segment) length, and total length of the whole highlight on the map.
   **Note**: Labels display when end points are clicked if the Show Measurement check box is selected.
6. Click the map to enter the start and end points of each line segment.
   OR
   Drag your cursor on the map. The highlight displays as a squiggly line.
   - The latitude and longitude of each point display in the corresponding text boxes to the right of the line options.
   - The distance and bearing/angle of each new point from its previous point display in the corresponding text boxes.
7. To finish the highlight draw, click the last point on the map screen and click **Done**.
   OR
   Click the last point on the map screen and press the ENTER key on your keyboard.
   OR
   Double-click the last point of the highlight.

## To Edit a Highlight

Use the following steps to edit a highlight.

1. Open the Map File containing the draw file with the highlight you want to edit.
2. Click the **Draw** tab to open the Draw dialog area.
3. If the highlight you want to edit is not in the active draw file, click **File** and select the desired draw file from the draw file dialog area. Then, click **Done**. The Draw dialog area displays.
4. Click the Select tool and then click the highlight on the map:
   - A dotted-line box displays around the active highlight.
   - The shape points used to create the line display as small, magenta squares.
5. Change the Highlight Color option and then click **Done**.
   OR

The points of the highlight are displayed as pink boxes. Click and drag any of the points to a new location and release the mouse button.

- Reshape the highlight by dragging any of the points in the highlight to a new location. When you select a shape point of a line segment within an active highlight:
  - A small green circle indicates the start end point of the selected line segment.
  - A small red circle indicates the last end point of the selected line segment.
- Select the **Latitude/Longitude** or the **Distance and Bearing/Angle** option and edit their numbers. Click **Apply** to initiate the changes.
  **Notes**:
  - You can display either bearing or distance by clicking the drop-down arrow next to the Bearing or Angle text located below the distance text in the **Distance and Bearing/Angle** option.
  - You can also delete points and line segments from or add points to a highlight. For more information on points, deleting points and line segments, and adding points, see the following topics:
    - *Draw Object Overview* on page 64
    - *Deleting Points and Line Segments from Draw Objects* on page 70
    - *Adding Points to Draw Objects* on page 69

6. Click **Done** to finish your edit.
   OR
   Press the ENTER key on your keyboard.
   OR
   Click outside the object's active box on the map.

## To Place a Highlight at a Specific Location

Use the following steps to place a highlight.

1. Click the **Draw** tab to open the Draw dialog area.
2. Create a new draw file or edit an existing draw file.
3. Click the Highlight tool .
4. Determine the color for your highlight.
5. Select the **Latitude/Longitude** option, or use the **Distance and Bearing/Angle** option in conjunction with the Latitude/Longitude option, and enter the appropriate coordinates or numbers into the corresponding text boxes to the right of the text style options box.
6. Click **Apply** and repeat the procedure for the second point. The highlight displays on the map at those coordinates, distance, and bearing or angle.
7. You can then place additional points, highlights, or other draw objects on the map in reference to the first line by entering a specific distance and bearing into the corresponding text boxes and clicking **Apply**.

**Notes**:

- While in Draw mode, you can use the Compass Rose or the white hand along the map edges to scroll the map.

- To delete all features from a draw file, click **Clear All**.

## Joining and Breaking Linear Objects

With Street Atlas USA 2003, you can join two or more tracks, lines, arcs, or splines into a single entity. You can join two or more highlights together. You can also break routable roads, tracks, lines, or highlights.

**Note**: You cannot break arcs or splines.

### To Join

Use the following steps to join two or more tracks, line objects, or highlights.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.
3. Create a new draw file or edit an existing draw file.
4. Click the Select tool , press and hold the SHIFT key on the keyboard, and select any lines, arcs, or splines you want to join. Or select two or more highlights you want to join.
   **Notes**:
   - When joining the preceding types of line objects, you can mix and match lines, arcs, and splines. The result is always a line. However, when you join multiple splines, the resulting joined object is a spline.
   - You can only join highlights to other highlights.
5. Press CTRL+N on the keyboard. The selected lines or highlights are joined.
   **Note**: Any other objects selected during the multi-select process are ignored.

### To Break

Use the following steps to break a routable road, track, line, or a highlight.

1. Click the **Draw** tab to open the Draw dialog area.
2. Create a new draw file or edit an existing draw file.
3. Click the Select tool and select the line object or highlight you want to break.
4. A dotted-line box displays around the active line.
5. The shape points used to create the line display as small, magenta squares.
   **Note**: For information on points, see *Draw Objects Overview* on page 64.
6. Click the shape point where you want to break the line and press CTRL+B on your keyboard. The line is broken into two segments at the designated point and each line can be edited separately.

# Area Objects

## Area Objects Overview

Street Atlas USA 2003 lets you add area draw objects to a draw file in your current Map File. Area objects are those objects consisting of one or more closed line objects. Most of the area draw object tools are hidden draw tools. Hidden draw tools are those which have a small arrow at the bottom-right of the draw tool symbol as shown in this sample .

Once you have created an area draw object it can be edited (including reshaping or changing line color or weight), copied, moved, or deleted at any time. The following table lists the area objects you can add and the suggested uses of each.

| Area Object | Tool Used | Suggested Use |
|---|---|---|
| Polygons | | Use polygons to designate water bodies, land boundaries, or any other irregular map feature. Obtain the area of the polygon by adding a detailed MapNote using the right-click function. |
| Rectangles | | Use rectangles to designate land boundaries or any other rectangular map feature. Obtain the area of the rectangle by adding a detailed MapNote using the right-click function. |
| Circles | | Use circles to designate circular map features. Obtain the area of the polygon by adding a detailed MapNote using the right-click function. |

## Circles: Drawing, Editing, and Placing

Street Atlas USA 2003 lets you add circles to a draw file.

### To Draw a Circle

Use the following steps to draw a circle.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.
3. Create a new draw file or edit an existing draw file.
4. Click and hold the Polygon/Rectangle/Circle tool to view its hidden options. Select the Circle tool .
5. Select one of the five fill colors from the Circle Fill options.
6. Select the **Show Measurement** check box to display area and radius information on the map as you draw the circle.
7. Click the location for the circle's center on the map and drag away from center to set the radius for the circle. Release as soon as the desired radius is achieved.
   The radius of the circle and the coordinates of the circle's center display in the corresponding text boxes to the right of the circle fill option area.
   **Note**: Labels display when end points are clicked if the Show Measurement check box is selected.

**Tip**: Obtain the area of the circle by adding a detailed MapNote using the right-click function.

### To Edit a Circle

Use the following steps to edit a circle.

1. Open the Map File containing the draw file with the circle you want to edit.
2. Click the **Draw** tab to open the Draw dialog area.
3. If the circle you want to edit is not in the active draw file, click **File** and select the desired draw file from the draw file dialog area. Then, click **Done**. The Draw dialog area displays.
4. Click the Select tool and then click the desired circle on the map. A dotted-line box displays around the circle indicating that it is active and a small crosshair indicates the center of the circle.
5. Change the circle fill option.
   OR
   Click anywhere on the circle line and drag the perimeter of the circle to change it's radius. The center of the circle remains in its original location.
6. Press the ENTER key on your keyboard to finish your edit.
   OR
   Click outside the object's active box on the map.

### To Place a Circle at a Specific Location

Use the following steps to place a circle.

1. Click the **Draw** tab to open the Draw dialog area.
2. Create a new draw file or edit an existing draw file.
3. Click and hold the Polygon/Rectangle/Circle tool to view its hidden options. Select the Circle tool .
4. Select one of the five fill colors from the Circle Fill options.
5. Enter the desired latitude and longitude coordinate for the circle's center into the corresponding text boxes.
6. Enter the desired radius for the circle into the radius text box.
7. Click **Apply**. The circle displays on the map at those coordinates with the desired radius.

**Notes**:

- While in Draw mode, you can use the Compass Rose or the white hand along the map edges to scroll the map.
- To delete all features from a draw file, click **Clear All**.

## Rectangles: Drawing, Editing, and Placing

Street Atlas USA 2003 lets you add filled rectangles to a draw file.

### To Draw a Rectangle

Use the following steps to draw a rectangle.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.

3. Create a new draw file or edit an existing draw file.
4. Click and hold the Polygon/Rectangle/Circle tool to view its hidden options. Select the Rectangle tool .
5. Select one of the five fill colors from the Rectangle Fill options.
6. Select **Show Measurement** to display information on the width, height, and area on the map as you draw the rectangle.
   **Note**: Labels display when end points are clicked if the Show Measurement check box is selected.
7. Click the location for the rectangle's upper-left corner on the map and drag away from the corner to set the width, height, and area for the rectangle. Release as soon as the desired size is achieved.
   - The latitude and longitude of the upper-left corner point displays in the corresponding text boxes to the right of the fill options.
   - The distance and bearing/angle of the final corner point from the first corner point displays in the corresponding text boxes to the right of the fill options.

**Tip**: Obtain the area of the rectangle by adding a detailed MapNote using the right-click function.

## To Edit a Rectangle

Use the following steps to edit a rectangle.

1. Open the Map File containing the draw file with the rectangle you want to edit.
2. Click the **Draw** tab to open the Draw dialog area.
3. If the rectangle you want to edit is not in the active draw file, click **File** and select the desired draw file from the draw file dialog area. Then, click **Done**. The Draw dialog area displays..
4. Click the Select tool and then click the desired rectangle on the map. A dotted-line box displays around the rectangle indicating that it is active and the corner points display as small, magenta boxes.
5. Change the rectangle fill option.
   OR
   Click on one of the corner points of the rectangle and drag to change it's width, height, and area on the map.
6. Click **Done** to finish your edit.
   OR
   Press the ENTER key on your keyboard to finish your edit.
   OR
   Click outside the object's active box on the map.

## To Place a Rectangle at a Specific Location

Use the following steps to place a rectangle.

1. Click the **Draw** tab to open the Draw dialog area.
2. Create a new draw file or edit an existing draw file.
3. Click and hold the Polygon/Rectangle/Circle tool to view its hidden options. Select the Rectangle tool .

4. Select one of the five fill colors from the Rectangle Fill options.
5. Select the **Latitude/Longitude** option or use the **Distance and Bearing/Angle** option in conjunction with the Latitude/Longitude option. Enter the appropriate coordinates or numbers for the rectangle's upper-left corner point into the corresponding text boxes to the right of the fill options box.
6. Click **Apply** and move your pointer to the map screen. A black line box appears on the screen outlining the width, height, and area of the desired rectangle. Click to lock the rectangle dimensions on the map. The completed rectangle displays on the map.

**Notes**:

- While in Draw mode, you can use the Compass Rose or the white hand along the map edges to scroll the map.
- To delete all features from a draw file, click **Clear All**.

## Polygons: Drawing, Editing, and Placing

Street Atlas USA 2003 lets you add polygons to a draw file.

### To Draw a Polygon

Use the following steps to draw a polygon.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.
3. Create a new draw file or edit an existing draw file.
4. Click and hold the Polygon/Rectangle/Circle tool to view its hidden options. Select the Polygon tool .
5. Select one of the five fill colors from the Polygon Fill options.
6. Select the **Show Measurement** check box to display information on the bearing or angle, leg (line segment) length between points, and area on the map as you draw the polygon.
   **Note**: Labels display when end points are clicked if the Show Measurement check box is selected.
7. Click the map to enter each point of the polygon.
   - The latitude and longitude of each point display in the corresponding text boxes to the right of the line options.
   - The distance and bearing/angle of each new point from its previous point display in the corresponding text boxes.
8. To finish the polygon, click the last point on the map screen and click **Done**
   OR
   Click the last point on the map screen and press the ENTER key on your keyboard.
   OR
   Double-click the last point of the line.

**Tip**: Obtain the area of the polygon by adding a detailed MapNote using the right-click function.

## To Edit a Polygon

Use the following steps to edit a polygon.

1. Open the Map File containing the draw file with the polygon you want to edit.
2. Click the **Draw** tab to open the Draw dialog area.
3. If the polygon you want to edit is not in the active draw file, click **File** and select the desired draw file from the draw file dialog area. Then, click **Done**. The Draw dialog area displays.
4. Click the Select tool and then click the desired polygon on the map. A dotted-line box displays around the polygon indicating that it is active. Shape points display as small, magenta boxes.
5. Change the polygon fill option.
   OR
   Click on one of the shape points of the polygon and drag to change it's bearing or angle, the leg length, and polygon area on the map.
   - Reshape the polygon by dragging any of the points in the polygon to a new location. When you select a shape point of a line segment within an active polygon:
     - A small green circle indicates the start end point of the selected line segment.
     - A small red circle indicates the last end point of the selected line segment.
   - Select the **Latitude/Longitude** or the **Distance and Bearing/Angle** option and edit their numbers. Click **Apply** to initiate the changes.
     **Notes**:
     - You can display either bearing or distance by clicking the drop-down arrow next to the Bearing or Angle text located below the distance text in the **Distance and Bearing/Angle** option.
     - You can also delete points and line segments from or add points to a polygon. For more information on points, deleting points and line segments, and adding points, see the following topics:
       - *Draw Object Overview* on page 64
       - *Deleting Points and Line Segments from Draw Objects* on page 70
       - *Adding Points to Draw Objects* on page 69
6. Click **Done** to finish your edit.
   OR
   Press the ENTER key on your keyboard to finish your edit.
   OR
   Click outside the object's active box on the map to finish your edit.

## To Place a Polygon at a Specific Location

Use the following steps to place a polygon.

1. Click the **Draw** tab to open the Draw dialog area.
2. Create a new draw file or edit an existing draw file.

3. Click and hold the Polygon/Rectangle/Circle tool to view its hidden options. Select the Polygon tool .
4. Select one of the five fill colors from the Polygon Fill options.
5. Select the **Latitude/Longitude** option or use the **Distance and Bearing/Angle** option in conjunction with the Latitude/Longitude option, and enter the appropriate coordinates or numbers for the first polygon point into the corresponding text boxes to the right of the fill options box.
6. Click **Apply** and repeat the procedure for the other points. The polygon displays on the map at those coordinates.
7. You can then place additional points, polygons, or other draw objects on the map in reference to a polygon point. Enter a specific distance and bearing into the corresponding text boxes and click **Apply**.

**Notes**:

- While in Draw mode, you can use the Compass Rose or the white hand along the map edges to scroll the map.
- To delete all features from a draw file, click **Clear All**.

# Point Objects

## Point Objects Overview

Street Atlas USA 2003 lets you add point draw objects to a draw file in your current Map File. Point objects consist of one anchor point attached to either a symbol, MapNote, or text label. The anchor point is the pixel position on the symbol which corresponds to the geographic coordinate of the point selected on the map when the symbol is placed.

The point object tools are within one of the hidden draw tools. Hidden draw tools are those which have a small arrow at the bottom-right of the draw tool symbol as shown in this sample .

Once you have added a point object to a draw file, it can be edited (name only), copied, moved, or deleted at any time. The following table lists the point objects you can add and the suggested uses of each.

| Point Object | Tool Used | Suggested Use |
|---|---|---|
| Waypoints | | Use the waypoints tool to label waypoints on a map. Waypoints can be uploaded to a GPS receiver or downloaded from a GPS receiver. |
| Symbol | | Use symbols to identify certain areas on the map such as houses, monuments, or points of interest. |
| MapNote | | Use MapNotes to point to and label a specific area on the map. |
| Text Labels | | Use text labels to name features or give details about features on the map. **Note**: Text labels do not offer border or fill colors. To make your object name more noticeable, change the font size or font color. |

## Waypoints: Adding, Editing, and Placing

Street Atlas USA 2003 lets you add waypoints to your map which can later be uploaded to a GPS receiver, or download waypoints from a GPS receiver. For more information, see *Uploading to a GPS Receiver* on page 120 or *Downloading From a GPS Receiver* on page 121.

**Notes**:

- Any draw file you create can be added to multiple Map Files.
- You must be at Zoom Level 10-0 or greater when adding waypoints with the Waypoint tool.

### To Add a Waypoint

Use the following steps to add a waypoint.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.
3. Create a new draw file or edit an existing draw file.
4. Click and hold the Routable Roads/Waypoints/Tracks tool to view its hidden options. Select the Waypoints tool . The pointer displays a flag symbol and the Symbol Selection area displays.
5. Select the desired waypoint symbol from the Symbols options. You may also select a different font, style, size, and color for the waypoint name.

6. Click the location for the waypoint on the map and type the name or phrase into the text box which displays next to the waypoint.
   **Note**: Press the ESC key on your keyboard to cancel the text edit.
   - The coordinates of each point display in the corresponding text boxes to the right of the font options.
   - The distance and bearing/angle of each new point from its previous point display in the corresponding text boxes.
7. Press the ENTER key on your keyboard or click the map outside of the waypoint's active area when you are finished editing the waypoint.
   **Tips:**
   - When editing, moving, or deleting a waypoint, click **Undo** to undo the last action. If you decide not to undo the last action, click **Redo**.
   - You can display either bearing or distance by clicking the drop-down arrow next to the Bearing or Angle text located below the distance text in the **Distance and Bearing/Angle** option.

## To Edit the Name of a Waypoint

Use the following steps to edit the text label for an existing waypoint in Street Atlas USA 2003.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.
3. Create a new draw file or edit an existing draw file.
4. Click the Select tool .
5. Click the desired waypoint on the map. A box displays around the waypoint indicating it is selected.
6. Click the waypoint again to active the text box. Type a new name or change the name's font, style, size, or color. You can also choose another waypoint to represent your data.
7. Press the ENTER key on your keyboard or click the map outside of the waypoint's active area when you are finished editing the waypoint.
   **Tip**: When editing, moving, or deleting a waypoint, click **Undo** to undo the last action. If you decide not to undo the last action, click **Redo**.

## To Place a Waypoint at a Specific Location

Use the following steps to place a waypoint at a specific location on a map in Street Atlas USA 2003.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.
3. Create a new draw file or edit an existing draw file.
4. Click and hold the Routable Roads/Waypoints/Tracks tool to view its hidden options. Select the Waypoints tool . The pointer displays a flag symbol and the Symbol Selection area displays.
5. Select the desired waypoint symbol from the Symbols options. You may also select a different font, style, size and color for the waypoint name.

6. Select the **Coordinates** or use the **Distance and Bearing/Angle** in conjunction with the coordinates option, and enter the appropriate coordinates or numbers into the corresponding text boxes to the right of the font options. (See Note below.)
7. Click **Apply**. The waypoint displays on the map at those coordinates or distance and bearing/angle locations.
   **Note**: To use the **Distance and Bearing/Angle** option with a waypoint, you must first have a waypoint placed on the map. The distance and bearing/angle numbers are entered in relationship to the LAST waypoint you added to the map.

**Tips**:

- While in Draw mode, you can use the Compass Rose, map edges, or Overview Map to scroll the map.
- When editing, moving, or deleting a waypoint, click **Undo** to undo the last action. If you decide not to undo the last action, click **Redo**.

## Symbols: Adding, Editing, and Placing

Street Atlas USA 2003 lets you incorporate both symbols and text in a draw file under the Draw tab. Choose a symbol to represent a place (e.g., flag, map pin, square, etc.) and then label it with text. The text entered becomes the symbol's name which can be used to locate the symbol in the Find tab. For more information, see *Finding a Symbol by Its Name* on page 95.

### To Add a Symbol

Use the following steps to add a symbol.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.
3. Create a new draw file or edit an existing draw file.
4. Click and hold the Symbol/MapNote/Text Label tool to view its hidden options. Select the Symbol tool . The pointer displays a flag symbol and the Symbol Selection area displays.
5. Select the desired symbol from the Symbol Selection. You may also select a different font, style, size, and color for the symbol name.
6. Click the location for the symbol on the map and type the name or phrase into the text box which displays next to the symbol.
   **Note**: Press the ESC key on your keyboard to cancel the text edit.
   - The latitude and longitude of each point display in the corresponding text boxes to the right of the line options.
   - The distance and bearing/angle of each new point from its previous point display in the corresponding text boxes.
7. Press the ENTER key on your keyboard or click the map outside of the symbol's active area when you are finished editing the symbol.
   **Tips:**
   - When editing, moving, or deleting a symbol, click **Undo** to undo the last action. If you decide not to undo the last action, click **Redo**.

- You can display either bearing or distance by clicking the drop-down arrow next to the Bearing or Angle text located below the distance text in the **Distance and Bearing/Angle** option.

## To Edit the Name of a Symbol

Use the following steps to edit the text label for an existing symbol in Street Atlas USA 2003.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.
3. Create a new draw file or edit an existing draw file.
4. Click the Select tool .
5. Click the desired symbol on the map. A dotted-line box displays around the symbol indicating it is selected.
6. Type a new name or change the name's font, style, size, or color. You can also choose another symbol to represent your data.
   To edit the symbol's name or to add a name to an unnamed symbol you must:
   - Click the symbol to select it.
   - Click the symbol again to activate the text box and type the desired text.
7. Press the ENTER key on your keyboard or click the map outside of the symbol's active area when you are finished editing the symbol.
   **Tip**: When editing, moving, or deleting a symbol, click **Undo** to undo the last action. If you decide not to undo the last action, click **Redo**.

## To Place a Symbol at a Specific Location

Use the following steps to place a symbol at a specific location on a map in Street Atlas USA 2003.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.
3. Create a new draw file or edit an existing draw file.
4. Click and hold the Symbol/MapNote/Text Label tool to view its hidden options. Select the Symbol tool . The pointer displays a flag symbol and the Symbol Selection area displays.
5. Select the desired symbol from the Symbol Selection. You may also select a different font, style, size and color for the symbol name.
6. Select the **Latitude/Longitude** or use the **Distance and Bearing/Angle** in conjunction with the Latitude/Longitude option, and enter the appropriate coordinates or numbers into the corresponding text boxes to the right of the Symbols group box. (See Note below.)
7. Click **Apply**. The symbol displays on the map at those latitude/longitude coordinates or distance and bearing/angle locations.
   **Note**: To use the **Distance and Bearing/Angle** option with a symbol, you must first have a symbol placed on the map. The distance and bearing/angle numbers are entered in relationship to the LAST symbol you added to the map.

**Tips**:

- While in Draw mode, you can use the Compass Rose, map edges, or Overview Map to scroll the map.
- When editing, moving, or deleting a symbol, click **Undo** to undo the last action. If you decide not to undo the last action, click **Redo**.

## Finding a Symbol by Its Name

Within the Draw tab of Street Atlas USA 2003, you can attach a name to any symbol you add to your map. For more information on adding symbols to the map, see *Symbols: Adding, Editing, and Placing* on page 93.

You can use a name as a means to help locate a symbol you have already placed on a map using the QuickSearch feature under the Find tab in Street Atlas USA 2003. For example, if you name a symbol "My House" in Street Atlas USA 2003 when you placed it on the map, use the following steps for conducting a search on the unique symbol name.

### To Find a Symbol by Its Name

Use the following steps to find a symbol by its name.

1. Click the **Find** tab.
2. Using QuickSearch, type the symbol name followed by the town and state abbreviation (for example, **My Office, Yarmouth, ME**) in the Search For text box.
3. Click **Search**. Street Atlas USA 2003 displays the closet matches in the list view to the right of the Search For text box. The symbol name displays in the Name column.
4. Double-click the item or select the item and click **Go To** to locate your selection on the map. The map view recenters on the item. A MapTag displays the symbol name at the symbol location.

## MapNotes: Adding, Editing, and Placing

You can add your own MapNotes to a map in Street Atlas USA 2003. MapNotes have a white background that make them highly visible on the map. They can contain multiple lines of text and can be moved off of the labeled area without losing their visual links with the points. You can use MapNotes for directions or explanations.

Street Atlas USA 2003 supports all standard Windows® fonts as well as a variety of styles, sizes, and colors. Click the **Font**, **Style**, **Size**, and **Color** drop-down lists to select a text style option.

**Note**: When you use right-click functionality to add a MapNote, it is light blue unless it is a blank MapNote.

### To Add a MapNote to the Map

A MapNote consists of a text box with an anchor point which points to a specific location on the map.

Use the following steps to add a MapNote.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.
3. Create a new draw file or edit an existing draw file.
4. Click and hold the Symbol/MapNote/Text Label tool to view its hidden options. Select the MapNote tool .

5. Select the desired font, style, size, and color from the text style options. A sample of how your text will display appears to the left of the options.
6. Click the desired location on the map and type the text into the MapNote text box displaying on the map screen. The coordinates or distance and bearing/angle numbers of the location display in the corresponding Latitude/Longitude or Distance and Bearing/Angle text boxes.
7. Press the ENTER key on your keyboard or click the map outside of the MapNote active area when you are finished.
   **Tip:** If you add another MapNote to the map, its distance and bearing from the previous MapNote display in the corresponding text boxes.

## To Edit a MapNote

Use the following steps to edit a MapNote.

1. Click the **Draw** tab to open the Draw dialog area.
2. Edit an existing draw file.
3. Click the Select tool and then click twice on the desired MapNote on the map. The text box of the MapNote becomes active.
4. Select the desired font, style, size, and color from the text style options if you wish to change the look of the label text. A sample of how your text display appears to the left of the options and the text updates in the text box on the map screen.
   OR
   Click within the text label box on the map screen and type to edit the current text.
5. Press the ENTER key on your keyboard or click the map outside of the text label active area when you are finished.

## To Place a MapNote at a Specific Location

Use the following steps to place a MapNote.

1. Click the **Draw** tab to open the Draw dialog area.
2. Create a new draw file or edit an existing draw file.
3. Click and hold the Symbol/MapNote/Text Label tool to view its hidden options. Select the MapNote tool .
4. Select the desired font, style, size, and color from the text style options. A sample of how your text display appears to the left of the options.
5. Select the **Latitude/Longitude** option, or use the **Distance and Bearing/Angle** option in conjunction with the Latitude/Longitude option, and type the appropriate coordinates or numbers into the corresponding text boxes to the right of the text style options box (see Notes below).
6. Click **Apply**. The MapNote displays on the map at those coordinates, distance, and bearing or angle.
7. Enter the desired text and press the ENTER key on your keyboard or click the map outside of the text label active area when you are finished.

**Notes**:

- To use the **Distance and Bearing/Angle** option with a text label, you must first have another text label placed on the map. The distance and bearing/angle numbers are entered in relationship to the LAST text label you added to the map.
- You can display either bearing or distance by clicking the drop-down arrow next to the Bearing or Angle text located below the distance text in the **Distance and Bearing/Angle** option.
- While in Draw mode, you can use the Compass Rose or the white hand along the map edges to scroll the map.

## Text Labels: Adding, Editing, and Placing

You can add your own text labels to maps in Street Atlas USA 2003. Text labels allow you to create labels for map features or points of interest. Street Atlas USA 2003 supports all standard Windows® fonts as well as a variety of styles, sizes, and colors. Click the **Font**, **Style**, **Size**, and **Color** drop-down lists to select a text style option.

### To Add a Text Label to the Map

Use the following steps to add a text label.

1. Open an existing Map File or create a new one.
2. Click the **Draw** tab to open the Draw dialog area.
3. Create a new draw file or edit an existing draw file.
4. Click and hold the Symbol/MapNote/Text Label tool to view its hidden options. Select the Text Label tool .
5. Select the desired font, style, size, and color from the text style options. A sample of how your text will display appears to the left of the options.
6. Click the desired location on the map and type the text into the text box displaying on the map screen. The coordinates or distance and bearing/angle numbers of the location display in the corresponding Latitude/Longitude or Distance and Bearing/Angle text boxes.
7. Press the ENTER key on your keyboard or click the map outside of the text label active area when you are finished.
   **Note**: If you add another text label to the map, its distance and bearing or angle from the previous text label displays in the corresponding text boxes.

### To Edit a Text Label

Use the following steps to edit a text label.

1. Click the **Draw** tab to open the Draw dialog area.
2. Create a new draw file or edit an existing draw file.
3. Click the Select tool and then click twice on the desired text label on the map. The text label box becomes active.
4. Select the desired font, style, size, and color from the text style options if you wish to change the look of the label text. A sample of how your text will display appears to the left of the options and the text updates in the text box on the map screen.

OR
Click within the text label box on the map screen and type to edit the current text.

5. Press the ENTER key on your keyboard or click the map outside of the text label active area when you are finished.

## To Place a Text Label at a Specific Location

Use the following steps to place a text label.

1. Click the **Draw** tab to open the Draw dialog area.
2. Create a new draw file or edit an existing draw file.
3. Click and hold the Symbol/MapNote/Text Label tool to view its hidden options. Select the Text Label tool .
4. Select the desired font, style, size, and color from the text style options. A sample of how your text display appears to the left of the options.
5. Select the **Latitude/Longitude** option, or use the **Distance and Bearing/Angle** option in conjunction with the Latitude/Longitude option, and type the appropriate coordinates or numbers into the corresponding text boxes to the right of the text style options box. (See Notes below.)
6. Click **Apply**. The text label and its text box display on the map at those coordinates, distance, and bearing or angle.
7. Enter the desired text and press the ENTER key on your keyboard or click the map outside of the text label active area when you are finished.

**Notes**:

- To use the **Distance and Bearing/Angle** option with a text label, you must first have another text label placed on the map. The distance and bearing/angle numbers are entered in relationship to the LAST text label you added to the map.
- While in Draw mode, you can use the Compass Rose or the white hand along the map edges to scroll the map.

# Route

## Route Overview

The Route tab in Street Atlas USA 2003 allows you to perform the following functions:

- Create door-to-door routes by adding start and finish points to your map.
- Add or insert vias and stops to your routes.
- Schedule end of day and fuel breaks along a route by using the Plan Trip subtab.
- Save multiple routes and display them in multiple Map Files.
- Delete routes that are no longer needed.
- Edit routes by:
    - Changing the name.
    - Reordering the waypoints.
    - Adding, inserting, moving, or deleting stops and vias.
    - Reversing the order of the route, and so forth.
- View route directions for the currently selected route as point-to-point bearings.
- Listen to your spoken route directions while tracking with GPS.
- Download routes from GPS devices that support this function.
- Upload waypoints and directions to GPS devices that support this function.

## Creating a Route

Use the Route tab in Street Atlas USA 2003 to create a route, view route directions, edit a route, display routes on a map, and so forth.

### To Create a Route

Use the following steps to create a route.

1. Click the **Route** tab and then click **New/Edit**. The New/Edit Route dialog area displays.
2. Click **File**, click **New**, and then type the name for your route in the Name text box.
3. Click the Start tool and then click the point on the map where you want to begin your route.
   OR
   Type your start location in the Start drop-down text box.
   OR
   Right-click the map location where you want to begin your route. A shortcut menu displays. Point to **Create Route** and then click **Set as Start**.
4. Click the Finish tool and then click the spot on the map where you want to end your route.
   OR
   Type your finish location in the Finish drop-down text box.
   OR

Right-click the map location where you want to end your route. A shortcut menu displays. Point to **Create Route** and then click **Set as Finish**.

5. If you do not have the Auto Calc check box selected, click **Calculate**.
   OR
   If you do not have the Auto Calc check box selected, right-click the route, select **Calculate Route**, and then select **Quickest** or **Shortest** from the shortcut menu.
   **Note**: If Street Atlas USA 2003 is unable to find an exact match for the item that you typed, a dialog box displays with a list of the closest matches. Scroll through the list of search results until you find the one you want to locate, click the item to select it, and then click **OK**.
6. Click **Directions** to view the route directions.
   AND/OR
   Click **Advanced** to display the advanced routing options.
   AND/OR
   Click **Plan Trip** to assign end of day or fuel breaks to your route.
   AND/OR
   Click **Back on Track** to add your current GPS position as a stop to the current route.

## Adding and Inserting Stops and Vias

Street Atlas USA 2003 lets you use stops and vias to route you through a particular place or along a particular road. Stops and vias are included in the printed travel plan and route directions list.

**Note**: When using a road as a stop or via, be sure to zoom in so that the correct road is selected. The selected road segment becomes highlighted when clicked.

### To Add a Stop or Via To Your Route

The Add Stop/Via function adds stops/vias in the order they are added to the route. Use the following steps to add a stop or via to your route.

1. Create a route.
2. In the New/Edit dialog area in the Route tab:
   - If adding a stop, verify the button next to the Stop tool is labeled Add.
   - If adding a via, verify the button next to the Via tool is labeled Add.
   - To change the name of these buttons, click the arrow next to the appropriate button and select **Add** from the shortcut menu.
3. To add a stop, click the Stop tool and then click the spot on the map where you want to stop on your route.
   To add a via, click the Via tool , and then click the spot on the map where you want to route through.
   OR
   Type the stop location in the Stop (or Via) text box.
   OR
   Right-click on the map area you want to add a stop to your route. A shortcut menu displays. Point to **Create Route** and then click **Add Stop** or **Add Via**.

4. If you have not selected the Auto Calc check box, click **Calculate** to recalculate your route to include the stop or via.
   OR
   If you do not have the Auto Calc check box selected, right-click the route, select **Calculate Route**, and then select **Quickest** or **Shortest** from the shortcut menu.
   **Note**: If Street Atlas USA 2003 is unable to find an exact match for the item that you entered, a dialog box displays with a list of the closest matches. Scroll through the list of search results until you find the one you want to locate, click the item to select it, and click **OK**.
5. Click **Directions** to view the route directions.
   AND/OR
   Click **Advanced** to display the advanced routing options.
   AND/OR
   Click **Plan Trip** to assign end of day or fuel breaks to your route.
   AND/OR
   Click **Back on Track** to add your current GPS position as a stop to the current route.

## To Insert a Stop or Via Into Your Route

The Insert Stop/Via function arranges stops/vias geographically in the route. Use the following steps to insert a stop or via to your route.

1. Create a route.
2. In the New/Edit dialog area in the Route tab:
   - If inserting a stop, verify the button next to the Stop tool is labeled Insert.
   - If inserting a via, verify the button next to the Via tool is labeled Insert.
   - To change the name of these buttons, click the arrow next to the appropriate button and select **Insert** from the shortcut menu.
3. To insert a stop, click the Stop tool and then click the spot on the map where you want to stop on your route.

   To insert a via, click the Via tool, and then click the spot on the map where you want to route through.
   OR
   Type the stop location in the Stop (or Via) text box.
   OR
   Right-click on the map area you want to insert a stop/via to your route. A shortcut menu displays. Point to **Create Route** and then click **Insert Stop** or **Insert Via**.
4. If you have not selected the Auto Calc check box, click **Calculate** to recalculate your route to include the stop or via.
   OR
   If you do not have the Auto Calc check box selected, right-click the route, select **Calculate Route**, and then select **Quickest** or **Shortest** from the shortcut menu.
   **Note**: If Street Atlas USA 2003 is unable to find an exact match for the item that you entered, a dialog box displays with a list of the closest matches. Scroll through the list of search results until you find the one you want to locate, click the item to select it, and click **OK**.

5. Click **Directions** to view the route directions.
   AND/OR
   Click **Advanced** to display the advanced routing options.
   AND/OR
   Click **Plan Trip** to assign end of day or fuel breaks to your route.
   AND/OR
   Click **Back on Track** to add your current GPS position as a stop to the current route.

## Changing the Properties of a Stop Along Your Route

You can change the properties of a stop along your route in Street Atlas USA 2003 by using the Stop Time function in the Advanced sub-tab under Route.

### To Change the Properties of a Stop

Use the following steps to change the properties of a waypoint.

1. Click the **Route** tab and then click **Advanced**.
2. Click a stop from the waypoint list and then click the **Stop Prefs**. The Stop Time Preferences dialog box displays.
3. To designate the stop as an end of day stop, select the **End of Day** check box, click **Apply**, and then click **Done**.
   OR
   To designate the stop as a fuel break, select the **Fuel** check box, click **Apply**, select the **Duration** check box, select the duration of the fuel break using the Hrs and Mins drop-down lists, and then click **Done**.
   **Note**: It is not necessary to allocate a fuel stop duration.

## Viewing Route Directions

After you have created a route, you can view the accompanying route directions.

### To View the Route Directions

Use the following steps to view the route directions.

1. Click the **Route** tab and then click **Directions** to open the Route Directions dialog area. The list of routes you have created display in the route list on the left. A check mark indicates the route is displaying on the map.
2. Click a route to select it and then click **Go To** to center it on the map.
   OR
   Double-click a route to center it on the map.
3. The route directions for the selected route are displayed in the window on the right. Click the Increase to Maximum Height button in the upper-right corner of the tab area to expand the list view. The route directions include:
   - Each of the legs of your route.
   - The distance of each leg.
   - The time to the next turn.
   - The turn direction.

- The road segment name.
- Total time traveled for each leg.
- Total distance traveled for each leg.
- Any significant features near the route leg.
- Any exits along the route leg.

**Note**: You can click the header of a column to access a shortcut menu that allows you to select which type of information you want to display in each column.

4. Click a leg to select it and then click **Go To** to center the map on the leg.
   OR
   Double-click a leg to center the map on the leg.

**Note**: When tracking with a GPS receiver, you can click the GPS Track option to follow along with the route directions in real time as you travel. Click **Show Turns** to display the current distance and time to your finish.

## Editing a Route

Street Atlas USA 2003 allows you to modify existing routes by:

- Adding, removing, and rearranging stops and vias.
- Adjusting your route preferences based on road type.
- Customizing your route based on your driving style and speed.

**Tip**: Zoom in to set accurate points for your route.

### To Edit a Route

To edit a route, click the **Route** tab and then click **Advanced**. The Advanced dialog area displays. Select the desired route from the Name drop-down list box. The route becomes active. The following list describes the edit functions available.

- To change the route name, select the name in the Name text box, type the new route name, and then press the ENTER key on your keyboard.
- To change your start or finish point, click the corresponding tool, the Start tool or the Finish tool , and then click the new spot on the map.
  OR
  Select the Start or Finish point on the map and drag it to the desired location on the map.
  **Note**: If you try to add a start or finish point to an existing route, you are prompted "Do you want to create a new route?" Click **Yes** if you want to begin creating a new route. Click **No** to continue working on the current route (the start/finish location is moved to the last location clicked).
- To add/insert a stop or via to your route, click the corresponding tool, the Stop tool or the Via tool , and then click the spot on the map where you want to add/insert your stop/via. (For more information, see *Adding and Inserting Stops and Vias* on page 100.)
- To rearrange stops and vias, click the desired waypoint to select it and then click the Move Up or Move Down tools to relocate it in the route.

- To delete a stop or via, select the desired stop or via and then click the delete button.
- To change a stop to a via, select the desired stop and click **Make Via**. To change a via to a stop, select the desired via and then click **Make Stop**.
- Click the reverse route tool to reverse the order of all of the waypoints in the route.
- Click **Calculate**, if you do not have the Auto Calc check box selected in the New/Edit subtab.
- Click **Comments** to add an alternate name to your start, finish, stop, or via.
- Click **Stop Prefs** to make a stop in your route a fuel or end of day stop. For more information, see *Setting Your End of Day and Fuel Break Preferences* on page 107.

## Setting Your Routing Preferences

Once you have mastered basic routing, you can customize your routing preferences and create more complex routes.

The routing preferences allow you to tell Street Atlas USA 2003 whether you would like to favor or avoid various road types when calculating your route. You can also set your speed preferences to reflect your particular driving style.

### To Set Your Routing Preferences

Use the following steps to set your routing preferences.

1. Click the **Route** tab and then click **Advanced** to open the Advanced Routing dialog area.
2. Click **Route Prefs** to display the Route Preferences dialog area.
3. From the Road Type drop-down list, select the road type for which you want to set preferences.
4. From the Level drop-down list, select Preferred, Standard, or Avoid. Standard is the default level, Avoid tells Street Atlas USA 2003 to avoid this type of road whenever possible, and Preferred tells it to favor this type of road whenever possible.
5. In the Speed text box, type your average driving speed for this road type.
   **Note**: Street Atlas USA 2003 uses these speeds to compute the travel time for a route.
6. In the Urban Speed text box, type your average driving speed for this road type within urban area.
   **Note**: Street Atlas USA 2003 uses these speeds to compute the travel time for a route.
7. Repeat steps 3-6 for each road type.
   - When you are finished setting your road preferences, click **Review** to display all your settings.
   - Click **Use Defaults** to restore all road types to the Standard preference level.
8. Under Route Features, select one or all of the following check boxes:
   - **Automatic Calculation**—Automatically recalculates your route each time you make a change to it.
   - **GPS Voice Navigation**—Provides spoken route directions when you are tracking with a GPS receiver. After initializing, the computer speaks the directions for the next turn in your route. It repeats the instructions approximately 60 seconds prior to arriving at the turn.
   - **Display Route Vias**—Shows or hides your route vias on the map.

- **Include State Borders —**Includes state borders as a line item in your directions.

9. Click **Done** when you are finished setting your preferences.

## Editing Roads

Street Atlas USA 2003 allows users to change the characteristics of any road on their map to:

- Two Way
- One Way N or E
- No Left Turn N or E
- No Right Turn N or E
- No Way
- One Way S or W
- No Left Turn S or W
- No Right Turn S or W

### To Edit a Road

Use the following steps to edit a road.

1. Click the **Route** tab and then click **Advanced** to open the Advanced Routing dialog area.
2. Click **Edit Roads** .
3. Select **Display Road Edits** to show existing road edits on the map.
4. Click the Select tool and select the road on the map you wish to edit.
5. Select a direction.
    - If you select **Two Way**, you can also select a No Left Turn option, a No Right Turn option, or a One Way option.
    - If you select a **One Way** option, you can select a No Left Turn option or a No Right Turn option.
    - If you select **No Way**, no other options can be selected.

    **Note** : Click **Default** to change the road properties to the default settings. Click **Clear All Edits** to remove all road options and return all road properties to their default settings.
6. Click **Done** .

## Labeling a Waypoint with a MapNote

With the right-click option in Street Atlas USA 2003, you can add any of the following MapNotes to a start, finish, stop, or via on your route:

- **MapNote—**Displays an uneditable MapNote with the name of the waypoint location.
- **Detailed MapNote—**Displays an uneditable MapNote with the name, feature name, feature category, and ZIP Code of the waypoint location.

- **Where Am I MapNote—**Displays an uneditable MapNote with the city, county, state, and ZIP Code for the waypoint location.
- **Coordinate MapNote—**Displays an uneditable MapNote with the latitude/longitude coordinates for the waypoint location.
- **Blank MapNote—**Displays a blank, editable MapNote.

### To Label a Waypoint

Use the following steps to label a waypoint.

1. Position your cursor over the start, finish, stop, or via you want to label.
2. Right-click to display the shortcut menu.
3. Point to **Add MapNote** and then click the MapNote of your choice. The MapNote displays on your map.
   **Note**: To edit a Blank MapNote, right-click the MapNote and select **Edit**.

## Saving a Route

Street Atlas USA 2003 retains the route in memory as you create it. You are prompted to save your route when you create a new Map File or exit Street Atlas USA 2003.

- Creating a new Map File—When you click File/New on the Files dialog area on the Map Files tab, you are asked if you want to save changes to the most recently used Map File. A separate dialog box asks if you want to save changes to any unsaved routes.
- Exiting Street Atlas USA 2003—The Save Changes dialog box asks if you want to save your changes.

You can also save the route using the Route tab.

**Note**: Routes have .anr extensions and are saved in the C:\DeLorme Docs\Navigation directory by default.

### To Save a Route Using the Route Tab

Use the following steps to save a route using the Route tab.

1. Create a route.
2. Click the **Route** tab and then click **New/Edit**. The New/Edit dialog area displays.
3. Click **File** and then click **Save**.

## Deleting a Route

Street Atlas USA 2003 allows you to delete routes permanently.

### To Delete a Route

Use the following steps to delete a route.

1. Click the **Route** tab and then click **New/Edit**. The New/Edit Route dialog area displays.
2. Select the desired route from the Name drop-down list.

3. Click **File** and then click **Delete**.
   OR
   Right-click the route and click **Delete Route**.

## Displaying and Centering Routes on the Map

Street Atlas USA 2003 automatically displays all the routes you create. The active route displays as a gold line outlined in red. Inactive route(s) display as dotted, green-gold lines outlined in maroon.

However, you can choose to display only certain routes without deleting them from the map.

### To Display a Route on the Map

Use the following steps to display a hidden route on the map.

1. Click the **Route** tab and then click **Directions**. The Route Directions dialog area displays.
2. In the route list on the left, select the check box of the route you want to display and then click **Go To**. The route is displays on the map.

### To Clear (Hide) a Route from the Map

Use the following steps to hide a route from view on the map.

1. Click the **Route** tab and then click **Directions**. The Route Directions dialog area displays.
2. In the route list on the left, clear the check box(es) of the route(s) you want to hide from view on the map. Only those routes with their check boxes selected (checked) display on your map.
   OR
   Right-click on the route you want to clear from the map view and click **Hide Route**.

### To Center the Map on a Route

Use the following steps to center a route on the map.

1. Click the **Route** tab and then click **Directions**. The Directions dialog area displays.
2. In the route list, select a route and click **Go To**.
   OR
   Double-click the desired route. The route is displays on the map.

**Tip**: If a route is not in the current map view, you can center the route by clicking the **Route** tab, clicking **New/Edit**, and then selecting the desired route from the Name drop-down list.

## Setting Your End of Day and Fuel Break Preferences

Street Atlas USA 2003 allows you to schedule end of day and fuel breaks along a route by using the Plan Trip option in the Advanced dialog area under the Route tab. You can schedule end of day breaks according to the miles (or other distance unit selected in Map Display) or hours driven and you can schedule fuel breaks according to your current fuel level, your vehicle's fuel consumption rate, and so forth.

**Note**: This feature of Street Atlas USA 2003 works with the route preferences you have designated with the Route Preferences option under Route. For more information, see *Setting Your Routing Preferences* on page 104.

### To Set Your End of Day and Fuel Stop Preferences

Use the following steps to set your time preferences.

1. Create a route.
2. Click the **Route** tab and then click **Plan Trip** to open the Plan Trip dialog area.
3. Select the **Estimate End of Day Breaks** check box to schedule end of day breaks for your trip. (This step is optional.)
    - Select Hours per day to schedule your end of day breaks after a designated number of hours traveled per day. Then, enter the amount of hours you want to travel per day. Use the Flexibility drop-down list to determine the amount of time you want to be flexible between breaks and defined stops. For example, if you selected 1.5 Hrs from the Flexibility drop-down list and have an end of day break within 1.5 hours of a planned stop, the end of day break is moved to the planned stop.

      OR
    - Select miles per day to schedule your end of day breaks after a designated number of miles traveled per day. Then, enter the number of miles you want to travel per day. Use the Flexibility drop-down list to determine the number of miles you want to be flexible between breaks and defined stops. For example, if you selected 50 mi from the Flexibility drop-down list and have an end of day break within 50 miles of a planned stop, the end of day break is moved to the planned stop.
      **Note**: The distance units used here are based on those selected on the Units dialog area in the Map Display tab. For more information, see *Setting Units of Measure Preferences* on page 133.
4. Select the **Estimate Fuel Breaks** check box to schedule fuel breaks for your trip. (This step is optional.)
    - Type the fuel tank capacity (in gallons) in the Tank Cap text box.
    - Type the fuel consumption rate (in miles per gallon or the distance unit you have selected on the Units dialog area in the Map Display tab) for your vehicle in the Fuel Rate text box.
    - Select the amount closest to your current fuel tank level from the Starting level drop-down list.
    - Select the amount of fuel you would like to have in your tank when warned to stop for fuel from the Warning Level drop-down list.
5. Click **Apply**.
6. Click **Done**. When asked, click **Yes** to recalculate the route. The Route dialog area displays.

## Importing Routes

Routes can be imported from many other DeLorme mapping programs by using a drag and drop operation or the Route tab.

### To Import an Existing Route Using the Drag and Drop Operation

Use the following steps to import an existing route into Street Atlas USA 2003 using a drag and drop operation.

1. Open Street Atlas USA 2003.
2. Using Windows® Explorer®, browse to the source folder of the desired file. The default directory is *C:\DeLorme Docs\Navigation*.
3. Locate the file you want to import. For more information on route file extensions for the various products, see *Type of Route File* on page 109.
4. Minimize or resize the Explorer window so Street Atlas USA 2003 is visible behind Explorer. Drag the desired file from Explorer and drop it onto the Street Atlas USA 2003 map. The imported route is automatically converted to a Street Atlas USA 2003 route.
5. To view the route, click the **Route** tab, click **New/Edit**, and select the route from the Name drop-down box.

### To Import an Existing Route Using the Route Tab

Use the following steps to import an existing route into Street Atlas USA 2003 using the Route tab.

1. Click the **Route** tab and then click **New/Edit**. The New/Edit Route dialog area displays.
2. Click **File** and then click **Import**. The Import dialog box displays.
3. Browse to select the desired route file and then click **Open**. The map centers on the imported route and is available from the Name drop-down list.

## Type of Route File

The table immediately following displays file extensions and the DeLorme program(s) that produce those file types.

| File extension | Producing Program |
|---|---|
| .anr | Door-to-Door routing programs (see below) |
| .rte or .rts | Point-to-Point routing programs (see below) |
| .sa9 | Street Atlas USA® 9.0 |
| .sa8 | Street Atlas USA 8.0 |
| .sa7 | Street Atlas USA 7.0 |
| .sa | Street Atlas USA route files |
| .mn7 | AAA Map'n'Go® 7.0 |
| .mn6 | AAA Map'n'Go 6.0 |
| .mn5 | AAA Map'n'Go 5.0 |
| .txt | User-created coordinate text files |

### Door-to-Door Routing Programs

The following programs create door-to-door routing files (.anr).

- XMap® Business
- XMap Handheld Street Atlas USA Edition
- Street Atlas USA Deluxe
- Street Atlas USA Road Warrior Edition

- Golf Digest, Places to Play Travel Planner
- Topo USA® 3.0
- Topo USA 4.0

### Point to Point Routing Programs

The following programs create point-to-point routing files (.rte):

- 3-D TopoQuads®
- Topo USA®
- All versions of XMap
- Trout Unlimited, Topo USA Fly Fishing Edition
- Topo USA Fly Fishing Edition
- Hunt'n'Map
- Map Print Pack USA
- TopoTools
- TopoTools Plus
- TopoTools Advanced Print Kit
- TopoTools Trial Edition
- TopoTools Advanced Print Kit Network Version

# GPS

## GPS Overview

Street Atlas USA 2003 allows you to take advantage of the Global Positioning System (GPS) through an interface with most GPS receivers, such as the DeLorme Earthmate® or GpsTripmate®.

Using Street Atlas USA 2003, a laptop computer, and your GPS receiver, you can:

- Display a "bread crumb trail" to track your progress as you travel.
- Upload and download waypoints if your GPS receiver has this functionality.

| | |
|---|---|
| Safety Warnings | Bring a passenger along to serve as GPS operator while you are driving a vehicle.<br><br>Street Atlas USA 2003 should not be used in automatic navigation, guidance systems, or for any purpose requiring precise measurement of distance or direction. See *GPS Position Accuracy* on page 112 for additional information. |

## What is GPS?

The Global Positioning System (GPS) applies modern technology to the ancient basics of navigation. The U.S. Department of Defense has developed and launched a series of positioning satellites in an orbiting "constellation." These satellites are used as reference points much the same way stars have been used in conventional navigation.

Using these satellites, a GPS receiver can determine your position anywhere on the globe. GPS provides accurate information about coordinate position, elevation, speed, and direction of travel. Many people have discovered the benefits of GPS for tracking vehicles, recording routes, and much more.

## How Does GPS Work?

The GPS "constellation" consists of 24 satellites, each carrying several atomic clocks to ensure the most accurate time possible. The satellites broadcast low-power radio waves containing the satellite's identity code and the exact time (to the nanosecond) that the message was sent.

When a GPS receiver picks up a satellite signal, it identifies the satellite and compares the signal time with its own clock. The time difference represents the time it has taken for that radio wave to travel from the satellite to the receiver. Since radio waves travel at the speed of light, the time difference can be used to calculate the distance from the satellite to the GPS receiver.

The satellite's identity code provides the location of the satellite, and the distance to the receiver creates a sphere of possible locations for the GPS receiver. Without more information, the receiver only knows that it is located somewhere on that sphere.

Two additional satellites are necessary to narrow down the receiver's possible position. Each of these satellites sends a similar radio message containing time and identity information. The GPS receiver checks the orbital location of each satellite and uses the elapsed time to create two additional spheres of possible locations. These three spheres intersect at two points; however, one of these points is eliminated because it is far away from the earth's surface. Therefore, the second point is assumed to be correct. The data from these three satellites provides the receiver with a two-dimensional location.

Data acquired from a fourth satellite pinpoints the receiver's exact location. This additional positioning information allows the GPS receiver to calculate its elevation, which is particularly important for GPS users in mountainous locations.

## GPS Position Accuracy

The accuracy of the data your GPS receiver provides is dependent upon many factors, including the quality of your equipment. A low-quality clock within the receiver decreases the accuracy of your location. The atmosphere, the ionosphere, and the number of channels your receiver can handle all affect the accuracy of your system. Consult your GPS hardware manuals for information on how your receiver adjusts for errors.

Any buildings, natural structures, or heavy foliage that obstruct the GPS antenna's view of the sky prevent satellite signals from reaching the receiver and therefore decreases the accuracy of your position.

Your accuracy will also depend on your level of clearance with the U.S. Department of Defense. There are two available radio signals that receivers can use: the Standard Positioning Service (SPS) for civilians and the Precise Positioning Service (PPS) for military and authorized personnel.

## Compatible GPS Receivers

You can track your progress as you travel with most GPS receivers. Some GPS receivers can download routes, waypoints, and track files. The following GPS receivers have been tested with Street Atlas USA 2003 and can track **and** download information:

- Garmin® 45XL
- Garmin GPS II or GPS II+
- Garmin GPS III or GPS III+
- Garmin GPS12
- Garmin GPS76
- Garmin eTrex Series
- Garmin Street Pilot
- Garmin eMap
- Magellan Map 315 or Map 330
- Magellan Tracker
- Lawrence GlovalNav 212
- Brunton Multi-Navigator

## Getting Started With Your GPS Connection

Before you can begin GPS tracking, you must connect your GPS receiver to your laptop. Select the correct GPS receiver and change location, time, and preference settings, as needed.

Before beginning your GPS setup with Street Atlas USA 2003, read the user manual for your GPS receiver. Also, ensure you have the appropriate cable and any necessary adapters to connect your GPS receiver to the communications port of your laptop computer.

### To View Your Current GPS Settings

Use the steps below to view your current GPS settings.

1. Connect your GPS receiver to your computer, set the receiver to the mode specified in your user manual, and then turn the receiver on (if necessary).
2. Open Street Atlas USA 2003, click the **GPS** tab, and then click **Settings**.
   Under Current Settings, you can view the following items:
   - **Device—**Displays the current, active GPS device (or the last selected device).
   - **Latitude/Longitude —**Displays the coordinates of the last acquired location by the GPS device in the coordinate format defined on the Units dialog area in the Map Display tab. **Note**: When the product is first used, the coordinates displayed are for DeLorme, in Yarmouth, Maine.
   - **Date and Time —**Displays the system date and time, unless you have manually adjusted the date and/or time manually.

For more information on setting up GPS and using manual settings, see *Initializing GPS* below.

## Initializing GPS

The initializing process can take several minutes before the program detects the correct communications (COM) port and updates the current settings.

### To Initialize Your GPS Receiver

Use the following procedure to initialize your GPS receiver for use with Street Atlas USA 2003.

1. Click the **GPS** tab and then click **Settings** to open the GPS Settings dialog area.
2. Click **Clear Trail** to delete any GPS points from the current map display.
3. Under GPS Options, select any or all of the following check boxes:
   - **Auto Display GPS Overview—**When selected, activates the split-window functionality (map window splits to 25%/75%). The 25% window displays the main map (75%) zoomed in 3 zoom levels.
   - **Auto Rotate Map—**When selected, automatically rotates the map while the GPS is on and moving or when playing back a GPS log. The direction of travel is indicated at the top of the screen.
   - **Auto Recenter on GPS—**When selected, automatically centers the map on the GPS when you pan the map.
   - **Auto GPS Logging —**When selected, automatically generates a GPS log.
   - **Auto Start GPS—**When selected, starts GPS tracking automatically each time Street Atlas USA 2003 is opened.
   - **Auto Detect GPS—**When selected, automatically sets up your GPS connection. **Suggestion**: If your GPS receiver has a USB cable, select Auto Detect GPS to ensure the correct COM port is detected for your device and that a connection can be made.

   OR
   Use the following procedures to manually configure your GPS connection. Click a procedure to view the step-by-step directions.

A. Select the correct GPS device:

Use the steps below to select the correct GPS receiver and settings in Street Atlas USA 2003.

i. Connect your GPS receiver to your computer, set the receiver to the mode specified in your user manual, and then turn the receiver on (if necessary).

ii. Open Street Atlas USA 2003, click the **GPS** tab, and then click **Settings**.

iii. Under Edit Settings, click **Device** to display the Device options.

iv. From the Device drop-down list, select the type of GPS receiver you are using. If your device is not listed, select Generic NMEA.
**Note**: The Settings text box automatically displays the default settings for the selected device.

v. From the Port drop-down list, select the communications port that you are using to attach the GPS receiver to your computer (see your computer manual for further information).

vi. Click **Done** to save your selected options. The Settings dialog area displays.

B. Manually change the location coordinates:

Each time you track via GPS, the initialization process uses the coordinates from the last initialized location.

Use the following steps to change these coordinates to those of your choice.

i. Connect your GPS receiver to your computer, set the receiver to the mode specified in your owner manual, and then turn the receiver on (if necessary).

ii. Open Street Atlas USA 2003. Click the **GPS** tab and then click **Settings**.

iii. Under Edit Settings, click **Location** to display the location options.

iv. Click the point on the map you wish to use as your starting point. The map centers on that point and coordinates update automatically.
OR
Type the desired coordinates in the Coordinate text boxes.
**Note**: Coordinates display in the units specified under Units in the Map Display tab.

v. Click **Done** to save your changes. The Settings dialog area displays.
**Note**: Clicking **Cancel** displays the Settings dialog area. No changes are saved.

C. Update the date/time options:

Street Atlas USA 2003 lets you use the date and time on your computer or you can change the date and time settings used by the GPS device to those of your choice.

Use the following steps to change the date and/or time settings.

i. Connect your GPS receiver to your computer, set the receiver to the mode specified in your user manual, and then turn the receiver on (if necessary).

ii. Open Street Atlas USA 2003. Click the **GPS** tab and then click **Settings**.

iii. Under Edit Settings, click **Date/Time** to display the Date/Time options.

iv. To use the date and time on your computer, select the **Use Current System Date/Time** check box.
OR

To use the time and date of your choice, clear the **Use Current System Date/Time** check box, and then:

- To manually set the time, select the desired time zone from the Zone drop-down box, and if daylight saving time is currently in effect where you are, select the **DST** check box. Type the desired time in the **T** text box.
  **Note**: Time is displayed in 24-hour format, with Midnight as 00:00:00.
- To manually set the date, type the desired date in the **D** text box.
  **Note**: Date format is MM/DD/YY.

v. Click **Done** to save changes. The Settings dialog area displays.

4. Click **Start GPS**. Your GPS receiver begins acquiring satellite data and the GPS Status dialog area displays.

**Notes**:

- The GPS Status dialog area displays on your screen so that you can view the status of your GPS connection while your GPS receiver acquires data from the satellites. Once your GPS receiver acquires a fix on your location, Street Atlas USA 2003 indicates your position on the map as a yellow or green dot that changes to an arrow as you travel.
- While your receiver is acquiring data, many red dots display on your map (except with Magellan receivers). You may have to zoom in to see them clearly. These red dots are positioned at the readings taken by the GPS receiver as it is acquiring data.
- For more information on the GPS Status dialog area, see *Monitoring Your GPS Status* on page 116.
- Magellan receivers do not display any data until you are moving.
- If you have the HotSync® manager loaded in the startup (the default configuration), it reserves the COM port. If that is the one where the GPS receiver is attached, you must exit HotSync manager to get the GPS receiver to initialize. This can be done by right-clicking the HotSync icon on the taskbar and selecting the Exit option from the shortcut menu. If you have two COM ports, verify the correct COM port is selected for use with Street Atlas USA 2003.
- Any questions or problems regarding the operation of your GPS receiver should be directed to its manufacturer.

# Tracking

## To Start GPS Tracking

Use the following steps to track your movement along your route on your computer screen in Street Atlas USA 2003 as you travel.

1. Click the **GPS** tab and then click **Settings**.
2. Click **Start GPS**. The GPS Status dialog area displays. For more information, see *Monitoring Your GPS Status* on page 116.
   One of the following tracking indicator arrows displays along your route on your computer screen. You must be traveling at speeds of 3 mph or more for an arrow indicator to display.

- If the signal is strong, your location displays as a green arrow on the map as you move.
- If you are receiving signals from three satellites (a 2-D fix), your location displays as a yellow arrow.
- If your GPS device is not receiving data, the arrow is red. Reposition your receiver, ensuring a clear pathway to the sky.

**Notes**:

- A trail of dots of the appropriate color (green or yellow) indicating the route traveled display on the map.
- Magellan receivers do not display any data until you are moving.

### To Stop GPS Tracking

Use the following steps to stop GPS tracking.

1. On the **GPS** tab, click **Settings**.
2. Click **Stop GPS** to stop tracking your route on the screen.

## Monitoring Your GPS Status

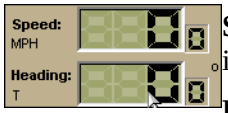
Once you have initialized and begun tracking, you can continue to monitor the status of your GPS connection, your speed, heading, elevation, position according to your preferred coordinate format, and satellite data.

**Note**: Status information accuracy is affected by speed (3 mph or more) and your GPS status. 3-D status provides the most accurate information.

### To Monitor Your GPS Status

The Status dialog area displays automatically when you click the **Start GPS** button in the GPS Settings dialog area. You can perform other functions and then return at any time. To return to monitoring your GPS status, click the GPS tab and then click **Status**. The GPS Status options display.

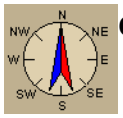
#### Speed and Heading




**Speed—**Displays when you are traveling at speeds of 3 mph or more (or its equivalent in kmh or kt) based on the selected Units preference.

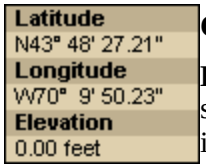
**Heading—**Displays as degrees T (True North) or M (Magnetic North) based on the bearing selected on the Units dialog area in the Map Display tab.

#### Bearing




**Compass—**The Compass needle turns to represent the current bearing while tracking.

### Coordinates/Elevation




**Coordinates**—The coordinate fields display based on the selected Units preference.

**Elevation**—Displays the current elevation if the GPS status is 3-D and is based on the selected Units preference. Elevation can be displayed with a 2-D status; your position is indicated accurately on your screen as you travel unless you are in an area where your elevation varies greatly.

### Skyview

The Skyview diagram indicates visible satellites, their number (assigned by the Department of Defense), and their position in the sky relative to your current position. Each satellite is color coded, based on the quality of data it is transmitting.

**Gray**—Indicates the satellite's position in the sky.

**Green**—Indicates your GPS receiver is tracking the satellite, ephemeris data is available, and the satellite is being used for navigation.

**Yellow** (DeLorme GPS receivers only) —Indicates your receiver is tracking the satellite, ephemeris data is available, but the satellite is not being used for navigation.

**Red**—Indicates your GPS receiver is tracking the satellite, but it is not receiving data from it.

### GPS Status

**No GPS**—A red circle with a slash indicates the GPS receiver is not yet detected by your computer. This status usually displays when initialization first begins.

**Acquiring**—A red blinking circle indicates the GPS receiver is not yet receiving sufficient satellite data to determine your position. This status displays while the GPS receiver is acquiring satellite data and can take several minutes.

**2-D**—A yellow circle indicates the GPS connection is successful, but there is insufficient satellite data to determine your GPS position. This usually indicates insufficient data for an accurate location due to 1) only three satellites being used or 2) poor signals from the satellites. Move your receiver to another location until you get better reception.

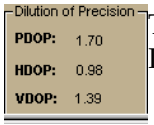
**3-D**—A green circle indicates the GPS receiver is receiving sufficient satellite data to determine your location. When the status reads 3-D, your current coordinates, elevation, and heading are displayed, along with the speed you are currently traveling.

## Satellite Info

Under the GPS status icon, click **Satellite Info** to view the current satellite status.

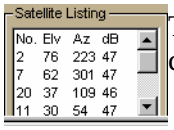
**Note**: Satellite Info is a toggle button, which switches to Status Info. Click **Status Info** to return to the original Status dialog area.

### Dilution of Precision



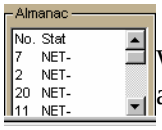

The Dilution of Precision area lists your Position Dilution of Precision, your Horizontal Dilution of Precision, and your Vertical Dilution of Precision.

### Satellite Listing




The Satellite Listing window displays the satellites that are currently visible in the sky. The columns list the satellite number, elevation, azimuth, and signal-to-noise ratio.

### Almanac




When using a DeLorme GPS receiver, the Almanac window displays the satellite number and its current status.

**N—**Indicates the satellite is being used for navigation.

**E—**Indicates ephemeris data is available for the satellite.

**T—**Indicates the satellite is currently being tracked by your GPS receiver.

**D—**Indicates differential data is available for that satellite.

## Tracking Your Route Directions

When tracking in Street Atlas USA 2003, you can follow along a route you have created. As you travel, Street Atlas USA 2003 highlights the current leg (segment) of your route.

**Note**: The Turns option is only available during GPS tracking.

### To Track a Route

Use the following steps to track a route.

1. Initialize your GPS receiver and begin tracking.
   **Note**: This is not necessary if you have selected the **Auto Start GPS** check box on the Settings dialog area in the GPS tab.
2. Click the **Route** tab and then click **Directions**. The Route Directions dialog area displays.
3. From the route list on the left, double-click the desired route to center it on the map.
4. Click the Expand to Maximum Height button in the upper-right corner of the dialog box to expand the list view.
   **Note**: To change a column header name and the information that displays in its list, click the column header. A shortcut menu displays all available options, with the currently selected item in bold. Select the desired column header.
5. To view next turn information, click **Show Turns**. The Show Turns dialog area displays the following:
   - A turn graphic indicating the direction of your next turn
   - Distance (in the format chosen in Units on the Map Display tab)
   - Time until next turn
   - The estimated time of arrival (ETA) of your next stop
   - The ETA of your finish
6. Click **Show Directions** to return to the Directions dialog area.

## Automatic Pan

When using Street Atlas USA 2003 with a GPS receiver to track a route, your map automatically pans and redraws as you travel, always indicating your position on the map when Center on GPS is activated.

### To Pan the Map Automatically

The following procedure demonstrates how the check box and button work together to automatically pan the map.

1. Click the **GPS** tab and then click **Settings**.
2. Under GPS Options, clear the **Auto Recenter on GPS** check box. If you pan the map manually during GPS tracking, Center on GPS displays in the Control Panel.
   OR
   Select the **Auto Recenter on GPS** check box. If you pan the map manually during GPS tracking, the map will automatically re-center itself on your location after 5 seconds.
3. Click **Start GPS**.

**Notes**:

- The Center on GPS button displays (and is activated by default) on the Control Panel when the Auto Center on GPS option is selected.
- If you deactivate the Center on GPS button, you can continue to manually pan the map or use the search function in the Find tab.
- When you are done with other tasks, click **Center on GPS** to resume tracking.
- The Automatic Pan feature also works while playing back a log file.

## Logging

Once you begin tracking with your GPS receiver, Street Atlas USA 2003 lets you log, or record, your route as you travel.

**Note**: Use the steps in this topic if you have *not* selected the **Auto GPS Logging** check box under GPS Options.

### To Log Your Route

Use the following steps to log your route.

1. Click the **GPS** tab and then click **GPS Log**. The GPS Log dialog area displays.
2. Click **Clear Trail** on the GPS Log dialog area to clear all GPS points from the map display.
3. Click **New** and type the desired file name into the Log drop-down text box.
   OR
   Select a log from the Log drop-down list.
   **Note:** Log files have .gpl extensions and are saved in the *C:\DeLorme Docs\GPSLogs* directory by default.
4. Click the **Record** button on the controls to begin logging.
5. Click the **Stop** button when you want to stop logging.

**Note**: To delete a log file, select the desired file from the Log drop-down list and then click **Delete**.

## Playing Back a Log File

After you have logged a route with Street Atlas USA 2003 your GPS receiver, you can play it back and review your entire journey on-screen.

**Notes**:

- You cannot view a log file if you are currently tracking with a GPS receiver. On the GPS tab, click **Settings** and then click **Stop GPS** to stop tracking.
- Zooming in on the map allows you to see the log file in greater detail.

### To Play Back a Log File

Use the following steps to play back and review a log file.

1. Click the **GPS** tab and then click **GPS Log**. The GPS Log dialog area opens.
2. Click **Clear Trail** on the GPS Log dialog box to clear any existing GPS points from the map display.
3. Select the desired log file from the Log drop-down list. Log files have .gpl extensions and are saved in the *C:\DeLorme Docs\GPSLogs* directory by default.
4. Click the Play button on the controls to begin playing back your log.
   **Note**: Playing back a log file defaults to 1x, which occurs in real time and takes the same amount of time as the original trip did (i.e., if your trip took six hours, the on-screen tracking process also takes six hours).

You can also:

- From the Playback Speed drop-down list, select the desired option (2x, 5x, 10x, 25x, or 50x) to increase the tracking speed accordingly.
- Click the Pause button to pause the tracking of the log file. The Pause button turns blue to indicate the file is paused. Click the Play button to continue playing back the file.
- Click the Stop button to stop the play back. If you click the Play button again, the file starts over.
- Click and hold the Rewind button to rewind the log file the desired distance.
- Click and hold the Forward button to fast forward the log file the desired distance.

## Uploading to a GPS Receiver

If you have a compatible GPS receiver, you can upload your Street Atlas USA 2003 route directions, draw point objects, route points, waypoints, and tracks to the device. See also *Downloading From a GPS Receiver* below.

### To Upload Waypoints, Draw Object Points, Route Directions, and Tracks

Use the following steps to upload waypoints, draw object points, route directions, and tracks.

1. Connect your GPS receiver to your computer.
2. If you are using a third-party GPS receiver, you may have to use specific settings. For example, if you are using a GARMIN GPS receiver, set your GARMIN receiver interface to GRMN/GRMN. For more information, see your owner manual or *GPS Settings for Third-Party Devices* on page 122.
3. To upload waypoints and route directions, create a route in Street Atlas USA 2003.
   OR
   To upload draw object points, add symbols, MapNotes, and/or text labels in Street Atlas USA 2003.
4. Click the **GPS** tab and then click **Exchange**. The Exchange wizard displays.
   OR
   Click the **Map Files** tab and then click **Exchange**. The Exchange wizard displays.
5. Follow the wizard instructions and click **Finish** when done.

**Note**: GARMIN 45, GPS II, GPS II Plus, GPS III, GPS 12XL, and Street Pilot must be reset to NMEA/NMEA to perform normal tracking.

## Downloading From a GPS Receiver

If you have a compatible GPS receiver, you can download the following items to Street Atlas USA 2003:

- A route that you have traveled and tracked from your GPS receiver. Street Atlas USA 2003 re-creates the route and displays it on your computer screen.
- A waypoint file from your GPS receiver. Display the file on your computer using a chosen default symbol. For example, if you have a waypoint file containing points for all the shelters along the Appalachian trail, you could mark them with tent symbol, rather than just a dot.
- A track file.

### To Download a Routes, Waypoints, and Track Logs

Use the following steps to download routes, waypoints, and track logs.

1. Connect your GPS receiver to your computer.
2. If you are using a third-party GPS receiver, you may have to use specific settings. For example, if you are using a GARMIN GPS receiver, set your GARMIN receiver interface to GRMN/GRMN. For more information, see your GPS receiver owner manual or the topic *GPS Settings for Third-Party Devices* on page 122.
3. To download routes and track logs, select a Map File to add your route/track to or create a new Map File.
   OR
   To download track waypoints, click the **Draw** tab, select the Symbol tool , and then click the symbol you would like to use for your downloaded points.
4. Click the **Map Files** tab and then click **Exchange**. The Exchange wizard displays.
   OR
   Click the **GPS** tab and then click **Exchange**. The Exchange wizard displays.

5. Follow the wizard instructions and click **Finish** when done.

**Notes**:

- Your tracked route will be displayed as a line object. Be sure to follow the procedures outlined in your GARMIN user manual to ensure a continuous track.
  GARMIN 45, GPS II, GPS II Plus, GPS III, GPS 12XL, and Street Pilot must be reset to NMEA/NMEA to perform normal tracking.
- Some receivers also support downloading to a computer. Various receivers may store routes by name or by number. See your GPS receiver user manual for further information. Any questions or problems regarding the operation of your GPS receiver should be directed to the manufacturer.

## GPS Settings for Third-Party Devices

A third-party GPS receiver is one which is manufactured by a company other than DeLorme, such as GARMIN, Magellan, Brunton, Lowrance, Trimble, and so forth.

### To Use Recommended Settings for Your Third-Party Receiver

The table below provides information on several GPS receivers. Locate your receiver in the farthest-left column, and read across for information on settings for Tracking, Waypoints, your DeLorme mapping product, and any additional information.

| GPS Receiver | Tracking | Waypoints | DeLorme Product Settings | Other Information |
|---|---|---|---|---|
| Garmin® GPS III, GPS III+, GPS II, GPS II+, Street Pilot, ColorPilot | NMEA/NMEA | Garmin/Garmin | Garmin/Garmin | Stores routes and tracks by name. Can simulate bearing and speed in program (image does not update in simulate mode). Make sure baud rate on program matches device. |
| Garmin eTrex, 12Map | NMEA/NMEA | Garmin/Garmin | Garmin NMEA (w/wpt) | Stores routes and tracks by name. Tracks (breadcrumb trail), by default. Use the save date as the name. Routes use the name specified by the creating program. |
| Garmin eMap | NMEA/NMEA | Garmin/Garmin | Garmin NMEA (w/wpt) | |
| Garmin 45XL, GPS12, 12XL | NMEA/NMEA | Garmin/Garmin | Garmin NMEA (w/wpt) | Stores routes by number. |
| Magellan Tracker, ColorTrack, Map 315, Map 320, Map 330 | NMEA v2.1 GSA (default is usually off)* | | Magellan (w/wpt) | **Note**: Best baud rate is 4800. Transfers above this are not reliable. Stores routes by number. Most devices store only one track log. Can simulate movement and bearing in program. |

| GPS Receiver | Tracking | Waypoints | DeLorme Product Settings | Other Information |
|---|---|---|---|---|
| | | | | Make sure baud rate on program matches device. Make sure Map datum is set to WGS84. Make sure simulate mode is OFF for active tracking. |
| Lowrance GlobalNav 100, 212, 300 | NMEA Out | NMEA Out | Eagle/Lowrance | Make sure Star DGPS and Magellan DGPS are not active. Make sure all options in Configure NMEA are selected and NMEA 0183 2.0 is selected. |
| Trimble Scoutmaster | NMEA 0183 v2.0 | Not Supported | Trimble | To initialize, choose LOC option. To change NMEA settings, choose Setup (4th option). Refer to manual for more information. |

*For earlier versions of the Magellan O/S, use NMEA B.

# Voice

## Voice Overview

Equipped with speech recognition and text-to-speech technology, Street Atlas USA 2003 lets you issue a series of voice commands to a laptop computer. The voice commands activate basic navigation, map control, and GPS features, providing you with hands-free program navigation so you can concentrate on your driving. When tracking with a GPS receiver, you can receive spoken updates about your route directions, next turn, next stop, current location, etc.

### To Use Speech Recognition

Use the following steps to use speech recognition and text-to-speech. For more information, see additional topics in the Voice section of this document.

1. Click the **Voice** tab.
2. Click **Input Prefs** to select a speech recognition (voice) engine, set the voice model for the current user, and to train the speech recognition engine to recognize your specific speech patterns.
3. Click **Monitor** and select the Microphone check box to activate your microphone, display status information, and display the voice command list.
4. Click **Output Prefs** to change and preview the tone and quality of the computer's voice.

**Notes**:

- Street Atlas USA 2003 comes equipped with Microsoft Speech Recognition Engine 4.0. Other speech recognition engines, which you have purchased separately, can also be used.
- You must have a microphone attached to your computer to use speech recognition (for input).
- For tips on using the speech recognition feature and setting up your microphone, see *Speech Recognition Tips* on page 127.
- If you are having difficulty hearing the voice output, adjust the volume on your external speakers or adjust your computer's volume using the settings in the Windows Control Panel.

## Activating and Monitoring Voice Recognition

The Monitor dialog area in the Voice tab lets you view status information about your microphone and the list of available voice commands.

- The Microphone bar (VU meter) indicates the level of sound received from the microphone.
- The Command Status section displays either the last recognized voice command or one of the following error messages:
    - Too noisy
    - No signal
    - Input too loud
    - Input too quiet
- The Commands list box lists the voice commands for accessing the Voice tab, navigating, using the map, and using GPS.

### To Activate and Monitor the Speech Recognition Feature

Use the following steps to activate and monitor the speech recognition feature.

1. Click the **Voice** tab and then click **Monitor** to display the Monitor dialog area.
2. Select the **Microphone** check box to activate your microphone and to turn on the speech recognition feature.
3. To trigger an audible signal when a voice command is recognized, select the **Beep When Heard** check box.
4. To display all of the possible voice commands, including variations of the commands, select the **Show All Commands** check box. Both enabled and disabled commands are displayed.

## Training the Speech Recognition Engine

You should train the speech recognition engine to provide good speech recognition results.

**Note**: Before training, ensure your microphone is active and the speech recognition feature is on. For more information, see *Activating and Monitoring Voice Recognition* on page 124.

### To Train the Engine to Recognize Your Speech Patterns

You should train the speech recognition engine to recognize your specific speech patterns. This is often done by reading a predetermined piece of text supplied by the creator of the speech recognition engine. If the engine supports multiple user models, you can train the engine to recognize more than one speech pattern.

Use the following steps to train the speech recognition engine to recognize your speech patterns.

1. Click the **Voice** tab and then click **Input Prefs** to display the Input Preferences dialog area.
2. Select your preferred speech recognition engine from the Voice Engine drop-down list.
3. Select your preferred user voice model from the Voice Model drop-down list.
4. Click **General Training** to display the speech training wizard specific to your voice recognition engine.
   **Note**: This feature is only available if it is supported by your speech recognition engine.
5. Follow the on-screen instructions.

**Tips**:

For best results:

- Use a close-talk microphone that rests near your mouth instead of a desktop or built-in microphone.
- Train the voice recognition engine in the same environment in which you will use it. For example, if you use the engine mostly in the car, perform training in the car. Performing three training sessions provides the best results.
- When training, speak the same voice as you will when giving voice commands to the computer. Speak distinctly and at an average speed, as if giving a command.
- Use the Microphone Wizard to ensure your microphone is working correctly and to view tips on microphone selection and placement. To use the wizard, from the Start menu, point to **Settings** and then click **Control Panel**. Double-click the **Speech** icon to display the Speech Properties

dialog box. Under **Speech Input**, click your preferred speech engine to select it, and then click **Adjust Microphone Settings**.

- To increase the likelihood of correct voice recognition, in the Input Prefs dialog area select the **Commands begin with** check box and type the appropriate word/phrase in the available text box. For example, if you type **computer**, you would then say "Computer, zoom in."

## Voice Commands

Street Atlas USA 2003 includes navigation, map, GPS, and Voice tab control commands. Select the **Show All Commands** check box to view all options, including those which are variations or unavailable.

**Note**: A blank cell indicates a shortcut key is not available for that spoken command.

### Navigation Commands

The following table shows Navigation voice commands and their shortcut keys.

| Spoken Command | Key | Response |
|---|---|---|
| What is the next turn? | F5 | Speaks the next turn name, time to turn, distance to turn, bearing to turn, and turn direction. |
| Next turn. | | |
| What's the next turn? | | |
| Show next turn. | CTRL+F5 | Displays current location and next turn. |
| Center on next turn. | ALT+F5 | Centers map on the next turn. |
| What is the next stop? | F9 | Speaks the next stop name, time to stop, distance to stop, and bearing to stop. |
| Next stop. | | |
| What's the next stop? | | |
| Show next stop. | CTRL+F9 | Displays current location and next stop. |
| Center on next stop. | ALT+F9 | Centers map on the next stop. |
| After that. | | Speaks the next stop or turn information, depending on the previous spoken direction. |
| Are we there yet? | F7 | Speaks the finish name, time to finish, and distance to finish. |
| Show finish. | CTRL+F7 | Displays current location and finish on the map. |
| Center on finish. | ALT+F7 | Centers map on the finish. |
| Directions. | CTRL+F8 | Speaks the next turn, next stop and finish, and displays the Directions dialog box. |
| Where am I? | F8 | Speaks current route segment, heading, speed, current ZIP Code, town, county, state, and lat/lon coordinates. |
| Coordinates. | | Speaks the longitude and latitude of your current location. |
| Shush. | CTRL+E | Silences GPS voice navigation, but does not turn it off. |
| Be quiet. | CTRL+E | Silences GPS voice navigation, but does not turn it off. |
| Voice nav on/off. | CTRL+D | Turns voice navigation on or off. |
| Show route. | | Displays your route on the map. |
| Back on Track. | | Adds current GPS location as a stop and recalculates the route. |
| Continue route from here. | | Adds current location as a stop and recalculates the route. |
| Show turns. | | Activates the Show Turns dialog area in the Route tab. |
| Show directions. | | Activates the Directions subtab in the Route tab. |

### Map Commands

The following table shows Map voice commands and their shortcut keys.

| Spoken Command | Key | Response |
|---|---|---|
| Pan left. | ALT+LEFT ARROW | Pans or scrolls the map left. |
| Scroll left. | | |
| Pan right. | ALT+RIGHT ARROW | Pans or scrolls the map right. |
| Scroll right. | | |
| Pan up. | ALT+UP ARROW | Pans or scrolls the map up. |
| Scroll up. | | |
| Pan down. | ALT+DOWN ARROW | Pans or scrolls the map down. |
| Scroll down. | | |
| Zoom in. | ALT+PAGE DOWN | Zooms in one level. |
| Zoom in 1 time. | | |
| Zoom out. | ALT+PAGE UP | Zooms out one level. |
| Zoom out 1 time. | | |
| Zoom in <16> times. | | Zooms in the specified number of levels. |
| Zoom out <18> times. | | Zooms out the specified number of levels. |
| Zoom level <216>. | | Zooms to specified level. |
| Previous Map. | | Displays the previous map. |
| Go back. | | |

### GPS Commands

The following table shows GPS voice commands and their shortcut keys.

| Spoken Command | Key | Response |
|---|---|---|
| Start/Stop GPS. | CTRL+G | Starts or stops GPS tracking. |
| GPS Status. | | Displays the GPS Status dialog box. |
| Monitor GPS. | | Displays the GPS Monitor dialog box. |
| Center on GPS. | CTRL+W | Recenters the map on the current GPS location. |
| Stop Centering on GPS<br>Stop Center on GPS | CTRL+W | Stops the map from recentering on your current GPS location. |
| Clear GPS. | | Clears the GPS "bread crumb trail" from the map. |

### Voice Tab Commands

The following table shows Voice Tab voice commands and the response.

| Spoken Command | Response |
|---|---|
| What can I say? | Displays the Monitor dialog box. |
| More commands. | Displays next page of voice commands. |
| Again. | Repeats your last spoken direction. |

## Speech Recognition Tips

The following tips provide information on using the speech recognition feature and setting up your microphone.

- Voice commands are only active when Street Atlas USA 2003 is the active window.
- An enabled command appears with this symbol . Commands become enabled based on your current GPS status, your zoom level, and other factors.
- A disabled command appears with this symbol .

- Holding your pointer over a command displays a ToolTip for that command.
- Avoid noisy environments when using voice command navigation.
- Use a close-talk microphone for best speech recognition results.
- Properly position your microphone to achieve the best speech recognition results. For a close-talk microphone, the recommended position is a thumb-width from the corner of your mouth and slightly to the side. For more information, see the note at the end of this topic.
- Speak the same voice as you will when giving voice commands to the computer.
- Maintain the manner of speech used in training the voice recognition engine.
- Keep the microphone as far as possible from the car radio or console, computer speakers or other speakers.

**Note**: To find out the proper position for your microphone model, or to find tips on how to purchase a microphone, from the Start menu, point to **Settings** and then click **Control Panel**. Double-click the **Speech** icon. In the Speech Input section on the Speech tab, select your Speech Recognition Engine. Click **Adjust Microphone Settings** to access the Microphone Setup Wizard. The wizard will guide you through the process of properly positioning your microphone.

## Changing Voice Output

Street Atlas USA 2003 offers text-to-speech technology so you can receive spoken updates about your route directions, next turn, next stop, current location, time to finish, or current coordinates when tracking with a GPS receiver. Text-to-speech allows hands-free navigation of the Street Atlas USA program on your computer.

Use your text-to-speech engine to change and preview the tone and quality of the computer's voice.

### To Change the Voice Output

Use the following steps to change your computer's voice.

1. Click the **Voice** tab.
2. Click **Output Prefs**. The Output Prefs dialog area displays.
3. From the Voice drop-down list box, select a voice from the list of options. A description of the selected voice displays below the drop-down list box.
4. To preview the voice, click **Preview Voice**, type a sample sentence, and then click **OK**. The sample sentence is spoken in the selected voice.

**Tip**: You can click **Stop Speaking** or press CTRL+E to halt the speaking voice at any time.

## Voice Preferences

The Input Prefs and Output Prefs dialog areas, accessed by the Input Prefs and Output Prefs buttons, display a series of Engine Option buttons. These option buttons allow you to view information or change preference settings in your speech recognition or text-to-speech engines.

- **Input Prefs—**Lets you select a speech recognition engine, set the voice model for the current user, and train the speech recognition engine to recognize your specific speech patterns.
- **Output Prefs—**Lets you select a voice for spoken output and provides a description of each selection.

**Note**: Some speech recognition or text-to-speech engines do not support some of the preference options. Unsupported option buttons are unavailable (appear dimmed).

## To View and Update Input Preferences

To change speech input preferences, click the **Voice** tab and then click **Input Prefs** to display the Input Preferences dialog area. Following are the preference buttons available under Engine Options and a description of each.

- **About Engine —**Click to view information for the active speech recognition engine.
- **Pronunciation—**Click to display the pronunciation wizard specific to your speech recognition engine and enter, edit, or view the words in your pronunciation vocabulary.
- **Engine Properties—**Click to display the properties dialog box for the active speech recognition engine and adjust the settings as necessary.
- **General Training—**Click to access the speech recognition training engine to train the engine to recognize your speech patterns. This process may take 1015 minutes to complete.

## To View and Update Output Preferences

To change speech input preferences, click the **Voice** tab and then click **Output Prefs** to display the Output Preferences dialog area. Following are the preference buttons available under Engine Options and a description of each.

- **About Engine —**Click to view information for the active text-to-speech engine.
- **Pronunciation—**Click to display the pronunciation wizard specific to your text-to-speech engine and enter, edit, or view the words in your pronunciation vocabulary. For example, the word route can be pronounced as "root" or "rowt." This may need to be edited based on your preference.
- **Engine Properties—**Click to display information for your text-to-speech engine.
- **Preview Voice—**Click to display the preview voice dialog box for your text-to-speech engine. Type in a sentence and click **OK** to hear it spoken.
- **Stop Speaking (CTRL+E) —**Click to cause the text-to-speech engine to stop speaking the current piece of information.

# Map Display

## Map Display Overview

Street Atlas USA 2003 lets you customize the appearance of certain map features and units of measurement to meet your individual preferences. You can even customize the points of interest categories which display on your map.

To set your preferences, click the **Map Display** tab and then click:

- **Features** to change the display of county borders, exits, grids, one-way streets, points of interest, and so forth. For more information, see *Setting Map Feature Preferences* on page 130.
  **Note**: The Features dialog area includes an advanced feature, where you can choose how hundreds of types of points of interest display on the map. For more information see *To Use Custom Points of Interest* on page 131.
- **Display** to change the appearance of the map from the default colors to mobile map colors. For more information, see *Changing the Map Display* on page 133.
- **Units** to change the latitude/longitude coordinate system format, the units of measurement, and the bearing (true north or magnetic north). For more information, see *Setting Units of Measure Preferences* on page 133.

## Setting Map Feature Preferences

Street Atlas USA 2003 lets you change the display of a wide variety of map features so you can customize your map to meet your specific needs.

You can choose to display or hide exits, grids, the map center crosshair, one-way streets, places (minor), points of interest, roads (minor), town borders, urban areas, and ZIP Code boundaries. For a short description of each of these features, click the feature name and view the description in the information box. For more information, see *Map Features Option Descriptions* on page 132.

You can also customize your points of interest by selecting the Use Custom Points of Interest check box and clicking **Customize POIs**.

### To Set Basic Map Feature Preferences

Use the following steps to change the basic map feature preferences. Changes made to the map view display almost immediately after selection.

1. Click the **Map Display** tab to open the Map Display dialog area.
2. Click **Features** to view the map feature options. Under Features, a check mark indicates a feature is displaying on the map.
3. Select the map feature check box to display a feature currently not displaying.
   OR
   Clear the map feature check box to hide that feature.
   **Note**: If you cannot make changes to these basic preference check boxes, verify the Use Custom Points of Interest check box is not selected.
   **Tip**: Click the name of a map feature to view more information about it in the Info box to the right.

## To Set Custom Points of Interest

This is an advanced feature which lets you create a specific, custom set of map features for your map display from hundreds of options. Note that changes are not visible until you click the Done button.

1. Click the **Map Display** tab and then click **Features**.
2. Select the **Use Custom Points of Interest** check box and then click **Customize POIs** to display the custom options.
   **Note**: Custom points of interest selections **override** selections in the basic Map Features list.
3. To quickly search for a particular point of interest, type the name of the desired item in the Search text box. A list of matching keywords displays and the corresponding points of interest are listed in the Search Results window. Results for number of keywords and types found also displays. A check mark indicates the point of interest displays on the map.
   - Select/clear the individual point of interest check box to show/hide that point of interest and to center the directory tree (far-left window) on that type.
   - Click the small **None** button to the right of the Search Results window to show none of the points of interest listed.
   - Click the small **All** button to the right of the Search Results window to display all of the points of interest listed.
   - Click **Only** to display only those points of interest listed in the Search Results window.
   - Click **Exclude** to display all points of interest except those listed in the Search Results window.
4. To use the point of interest tree to select which points of interest display on the map, click the plus signs to expand the individual branches. A check mark indicates the point of interest displays on the map.
   **Note**: Some branches expand further than others. Selecting/clearing a check box at a certain branch of the tree shows/hides all the items below that level.
5. Select/clear the individual point of interest check box to show or hide that item.
   - Click **All** to select all points of interest in the program.
   - Click **None** to select none of the points of interest in the program.
     **Note**: A small number of points of interest cannot be turned off. They are part of the base map display and cannot be changed. This explains why certain levels on the tree remain unavailable (appear dimmed or gray).
6. When you are finished editing the custom points of interest, click **Done**. Your map view updates, displaying only those items you have selected.

**Note**: When you save the current Map File, the following preferences are saved in reference to map features:

- (Major) map features preferences.
- Individual custom point of interest preferences.
- The choice to use basic or custom point of interest preferences for that Map File.

# Map Feature Option Descriptions

The following items are available for selection on the Map Features dialog area in the Map Display tab in Street Atlas USA 2003. These descriptions are also available in the information box to the right of the Map Feature selection area.

## County Borders

View shaded outlines of counties at zoom levels 7-0 or greater.

## Exits

View exits (yellow squares) and exits with services (blue squares) on primary limited access roads, interstates, and toll roads. Available at zoom level 10-0 or greater.

## Grids

Use grids to identify coordinate points on the map. Grid lines automatically adjust for the zoom level of your map. Available at zoom levels 3-0 through 16-0.

## Map Center Crosshair

This crosshair indicates the map center at any zoom level.

## One Ways

Bright green triangles on the roads indicate the direction of travel. Available at zoom level 13-0 or greater in more densely populated areas.

## Places (Minor)

View smaller towns beginning at zoom level 5-0, subdivisions (10-0), locales (11-0) and natural landmarks, such as the Desert of Maine (11-0). Small islands display as dots beginning at zoom level 11-0.

## Points of Interest

View many different categories of points of interest including accommodations, businesses, banks, gardens, hospitals, museums, recreational areas, theaters, and zoos. Also included are educational, technology, government, and religious buildings/locations. To customize the points of interest categories that are view, select the Custom POIs check box and then click **Edit POIs**.

## Roads (Minor)

View secondary roads at zoom level 7-0 and greater. View local and rural routes, trails and foot trails at zoom level 11-0 and greater.

## Town Borders

View town borders at zoom level 10-0 and greater for the following states:

| | | | | |
|---|---|---|---|---|
| Arkansas | Kansas | Minnesota | New Hampshire | South Dakota |
| Connecticut | Louisiana | Missouri | New Jersey | Virginia |
| Washington DC | Massachusetts | Mississippi | New York | Vermont |
| Iowa | Maryland | North Carolina | Ohio | Wisconsin |
| Illinois | Maine | North Dakota | Pennsylvania | West Virginia |
| Indiana | Michigan | Nebraska | Rhode Island | |

### Urban Area Color

Displays a shaded map area in populated regions.

### Zip Codes

ZIP Code boundaries display at zoom level 8-0 and greater, with ZIP Code labels displaying at zoom level 10-0 and greater.

## Changing the Map Display

Oftentimes when using a laptop computer while traveling, it is difficult to see the map display on your screen. This can be especially true at nighttime or on a bright sunny day. Street Atlas USA 2003 provides a separate set of map features to help rectify this problem.

### To Change the Map Display

Use the following steps to change the map display.

1. Click the **Map Display** tab and then click **Display** to display the Map Display options.
2. Select **Mobile Map Colors** from the Map Colors drop-down list to change your map display. Select **Default Colors** to change it back to the normal display.

## Setting Units of Measure Preferences

Street Atlas USA 2003 allows you to change the units of measure used to represent how coordinate formats, distance, and bearing listings display. Changing these preferences affects how units of measure display in several areas of the program: such as on the map and in the Control Panel. Other units such as elevation, area, speed, liquid volume, and fuel consumption are correspondingly adjusted.

As you change your Unit of Measure preferences, a description of each choice displays in the information box (to the left of the Overview Map) immediately after it is selected.

### About Coordinate Preferences

Changing the coordinate preferences affects the:

- Coordinates display on the Control Panel.
- Coordinate MapNotes.
- Grid label display, if Grids are selected in Map Features.
- Any other place where coordinates display or print.

**Note**: This setting does not restrict the format of latitude/longitude that you type in the text box when performing a coordinate search.

*To Set Coordinate Preferences*

Use the following steps to change coordinate measurement units.

- Click the **Map Display** tab and then click **Units** to display the Units options.
- Select the desired latitude/longitude format from the Coords drop-down list.
    - Degrees
    - Degrees, Minutes

- Deg, Min, Sec

**Note**: The datum used in Street Atlas USA 2003 is WGS84 (World Geodetic System of 1984).

## About Distance Preferences

Distance preferences affect how distance displays. Other units such as elevation, area, speed, liquid volume, and fuel consumption are correspondingly adjusted.

*To Set Distance Preferences*

Use the following steps to change the measurement units for distance and area in Street Atlas USA 2003.

1. Click the **Map Display** tab and then click **Units** to display the Units options.
2. Under Measures, select the desired measurement from the Measures drop-down list.
    - Statute Miles (U.S. statute feet are used for small distances)
    - Kilometers (Meters are used for small distances)
    - Nautical Miles/Feet (U.S. statute feet are used for small distances)
    - Nautical Miles/Meters

## About Bearing

Bearing listings are created as the result of creating route directions in the Route tab or from an Advanced (Distance From) search in the Find tab. Bearing refers to the compass direction of a given object measured clockwise in degrees (for example, 30°) and indicated from True North or Magnetic North.

**Notes**:

- Magnetic declination is the difference in degrees between True North and Magnetic North at a specific location.
- This setting does not affect map appearance.

*To Set Bearing Preferences*

Use the following steps the change the bearing.

1. Click the **Map Display** tab and then click **Units** to display the Units options.
2. Under Measures, select the desired bearing from the Bearing drop-down box.
    - True (North) direction to the north pole.
    - Magnetic (North) direction that a compass needle points.

# Handheld Export

## Handheld Export Overview

The Handheld Export tab in Street Atlas USA 2003 lets you import route, waypoint, track (for GPS devices), and GPS log (for Palm OS® and Pocket PC devices) files from a Palm OS, Pocket PC, or GPS device to be used in Street Atlas USA 2003. It also lets you export map and waypoint files to a Pocket PC or Palm OS device.

## Importing Files from a Handheld Device

You can use the Handheld Export tab to import tracks (for GPS devices), GPS logs (for Palm OS® and Pocket PC devices), routes, and/or waypoints from a handheld device.

### To Import Files from a Handheld Device

Use the following steps to import a file from a handheld device.

1. Click the **Handheld Export** tab. The Handheld Export dialog area displays.
2. Click **Exchange**. The Exchange Wizard displays.
3. Select the device from where you are importing a file from the Device Type drop-down list.
4. Select **Receive From Device**.
5. Select the type of file you want to import from the Object Type drop-down list.
6. Click **Next**.
7. Select the source and destination (if applicable) information and then click **Receive from Device**. Repeat this step for each file you want to import.
8. Click **Finish**.

## Exporting a Map to Your Palm OS® or Pocket PC Device

With Street Atlas USA 2003, you can export maps to be used on a Palm OS or Pocket PC handheld device. **Important: You must have XMap® Handheld Street Atlas USA® Edition (available separately from DeLorme) to view Street Atlas USA 2003 maps on your handheld device.**

### To Export a Map

Use the following steps to export a map to a Palm OS or Pocket PC device.

1. In Street Atlas USA 2003, click the **Handheld Export** tab. The Handheld Export dialog area displays.
2. Locate the desired map area.
3. Under Select, select a zoom level from the Select Data at Zoom Level drop-down list.
4. Under Select, click the select tool and select the rectangle(s) on the map that you want to export to your handheld.
   **Note**: Click **Clear All** to clear the selected quads from the map.
5. Under File, type the file name for your new file in the available text box.

6. Click **Browse** if you want to save the file in a location other than the default location of *C:\DeLorme Docs\Mobile Maps*.
7. Click the save button .
8. Click **Exchange**. The Exchange Wizard displays.
9. Under Device Type, select the handheld device you want to export the map to (Palm OS or Pocket PC).
10. Select **Send to Device**.
11. Click **Next**.
12. Under Source, select the map you want to export to your handheld device from the available drop-down list.
    OR
    Click the browse button to search for the map you want to export and click **OK** when finished.
13. Select the user you want to export the map to from the User drop-down list.
14. Click **Prepare to Sync**. A confirmation displays. Click **OK** to return to the Exchange Wizard.
15. Click **Finish**. The exported map is available on your handheld device after your next synchronization operation.

**Note**: To export another map to your handheld device, click the new file button and repeat steps 2-15.

# NetLink

## NetLink Overview

**Note**: You must have an Internet connection to use the NetLink tab.

NetLink provides registered users with access to special offers, online support for their product, and items available for download. You can also use the NetLink tab to browse for additional products or data.

The NetLink tab consists of three subtabs:

- Home
- Software
- Support

## Using the Home Page

The Home subtab provides special offers to registered Street Atlas USA 2003 users. Follow the instructions provided on the screen to access each special offer. You are prompted to connect to the Internet each time you open Street Atlas USA 2003 and click **NetLink**.

## Using the Software Page

The Software subtab provides information about each of DeLorme's software products. Products are categorized by:

- Travel, Recreation, & Reference
- Professional & Business
- GPS & Mobile

When you select a product, a secondary browser window displays. Follow the instructions provided on the site to purchase the product.

## Using the Support Page

The Support subtab allows you to search the DeLorme KnowledgeBase by category or keyword(s). Once you click **Submit**, a secondary browser window displays the results of your category/keyword search.

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